

computer and video GAMES

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METAL GEAR SOLID 2

First shots of PS2's
ace tactical shooter

£2000
of top prizes to win

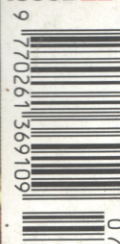
DREAMCAST ONLINE

Read our verdict, now!

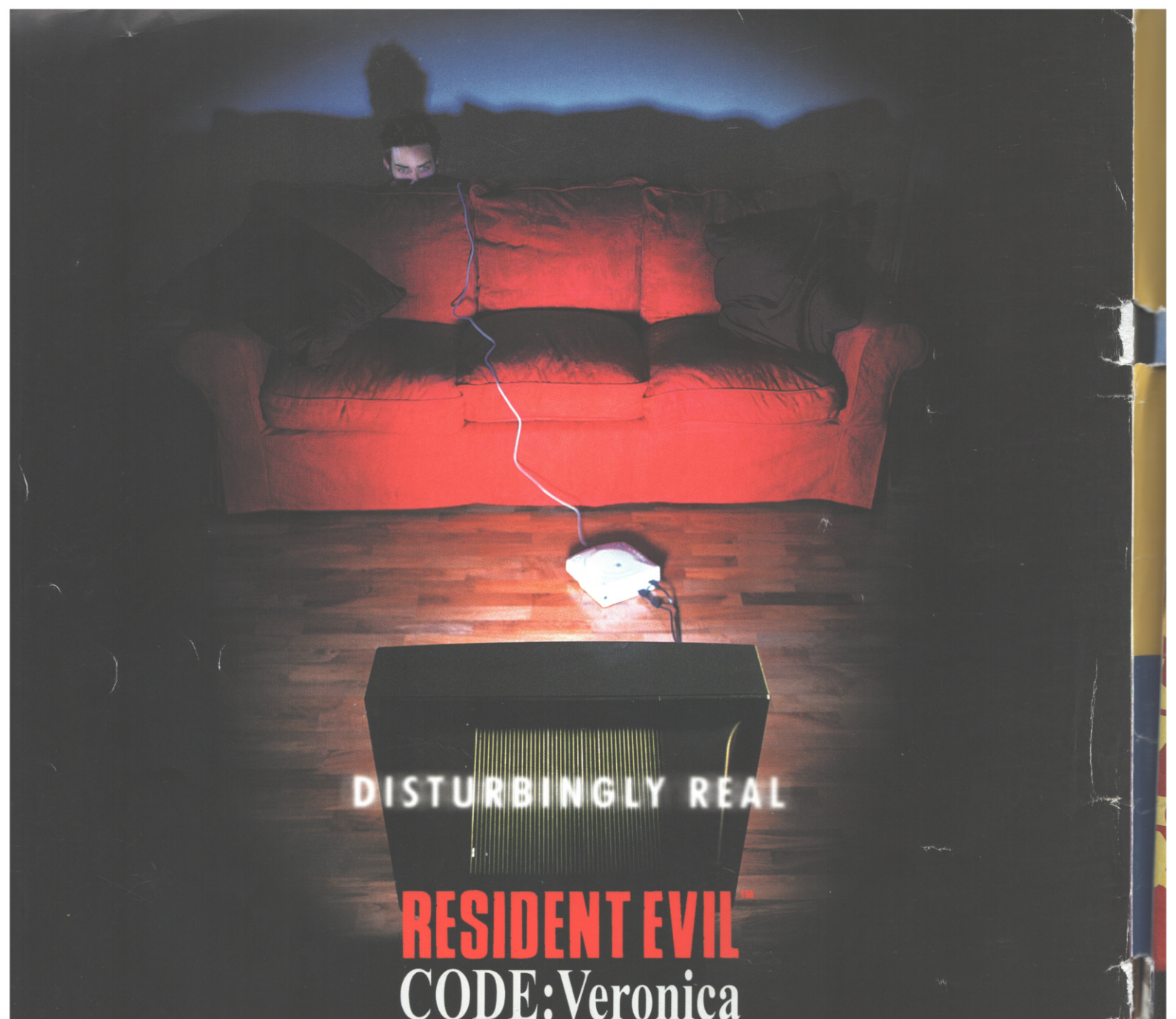
DINOMITE!

DINO CRISIS 2 EXPLODES ONTO YOUR PLAYSTATION

ISSUE 224



£1.99



DISTURBINGLY REAL

RESIDENT EVIL CODE:Veronica



In a word: awesome. A gaming experience unrivalled on Dreamcast. You must have!

Official Dreamcast Magazine - 9/10



Dreamcast

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EIDOS
INTERACTIVE

NIC

Mmm...

- Jackie Chan
- Micro Maniacs
- Ecco the Dolphin

DAN

Mmm...

- Power Stone 2
- Marvel vs Capcom 2
- Jackie Chan

LEE

Mmm...

- Wacky Racers
- Ecco the Dolphin
- Zelda: Majora's Mask

computer and video

GAMES

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MATT

Mmm...

- Power Stone 2
- Wacky Racers
- Code: Veronica

DEAN

Mmm...

- Marvel vs Capcom 2
- Vagrant Story
- Colin McRae Rally 2.0

PAUL

Mmm...

- Zelda: Majora's Mask
- Tekken Tag
- Vagrant Story

PAT

Mmm...

- Soul Calibur
- Music 2000
- Power Stone 2

STEVE

Mmm...

- Micro Maniacs
- Ecco the Dolphin
- F1 2000

LES

Mmm...

- Code: Veronica
- Power Stone 2
- Vagrant Story

PETE

Mmm...

- Diablo 2
- Icewind Dale
- Devil Inside



224 July 2000

THE WORLD'S FIRST

Did you know CVG was the world's first games magazine, launched 18 years ago? That means we've been around longer than anyone else, played more games than anyone else and can spot a good, or bad, game from a mile away. It's also why only we can deliver the best information on every games format, every month. No one else knows games like CVG.

computer and video GAMES

ISSUE 224 JULY 2000

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YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES

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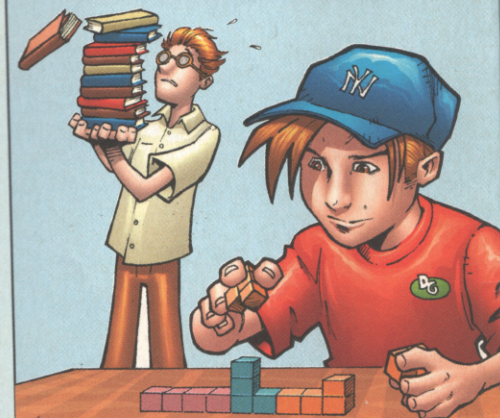
Gun game controversy alert

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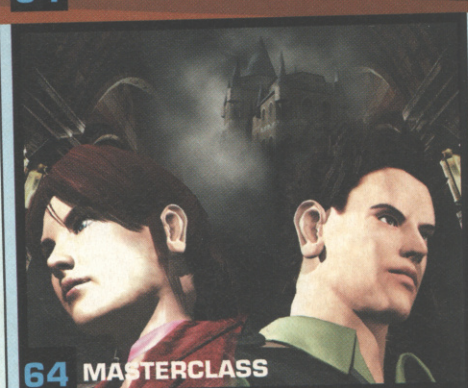
You know, that obscure Olympic sporting event



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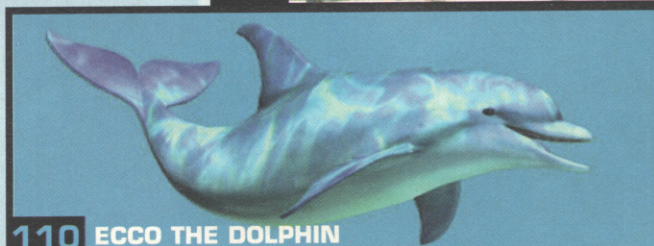
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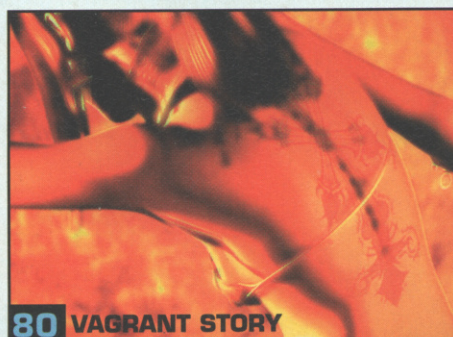
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ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



METAL GEAR SOLID 2: SONS OF LIBERTY

OUT 2001 PLATFORM PLAYSTATION 2

Everything you've seen on PlayStation2 so far is just an appetizer. The *Metal Gear* main course will be served up next year, and it may be the finest videogame ever. Sound tasty? Imagine the original improved tenfold and rendered up in cinema-beating visuals. A nine-minute video drew a massive whooping crowd at E3, and producer Hideo Kojima unveiled some tantalizing gameplay details. Full analogue support is included, allowing Snake to stand or draw a gun at different speeds, and everything in the gameworld can be affected by bullets. Shooting a bottle at the base smashes it, shooting higher up blows the top off



The all-new first person 'aiming' mode looks spectacular. You can't move around in this view, but it provides an awesome view of the laser sight on Snake's pistol. The gunfire special effects are looking amazing as well



Sneak's rifle now features a torch on the end – perfect for springing a surprise on guards in the dark. This guy has surrendered, but look at the shadow on the back wall from the torch. Absolutely incredible

The big baddie in the new game is Metal Gear Ray, a giant animal-like weapon that can fly. New York is one of the settings in the game, so expect it and other monster mechs stomping menacingly around the Statue of Liberty



ACCESS ALL GAMES

A WHOLE MONTH'S NEW GAMES IN ONE PLACE



SONIC ADVENTURE 2

OUT 2001 PLATFORM/DREAMCAST

Every great character needs a nemesis. Think Mario and Wario. Think Spiderman and Venom. Now add Evil Sonic to that list. *Sonic Adventure 2* gives your favourite hedgehog an equally cool foe, right in time for the tenth anniversary of the Megadrive original



Dr. Robotnik and Knuckles return, and one level sees Sonic pursued by trucks in San Francisco. Looks well set to improve on the slightly flawed original



If you did a good job looking after the Chao pets in *Sonic Adventure*, worry not. Those chaps are back in the new game, and looking as cute as ever. See if you can keep the Chao on your VMU alive until the new game comes out



DRIVER 2

OUT CHRISTMAS PLATFORM/PLAYSTATION

Driver was the biggest seller for Sony in 1999, and the sequel is sure to bag the Christmas cash. Four cities, Las Vegas, Havana, Rio and Chicago are your criminal playgrounds, each with 40 miles of highway to tear up. You can even climb out of the car and felony on foot.



The original's grid system of roads is pretty unfamiliar to UK players. With this in mind, the developers are adding in bendy sections. Expect split-screen versus play, and an improved version of the 'film director' mode that made the game famous

DINOSAUR PLANET

OUT 2001 PLATFORM N64

Rare is walking with dinosaurs right now as its developers beaver away at their next N64 blockbuster. *Dinosaur Planet* takes you to a land where free-roaming dinosaurs are threatened by an ancient evil. Heroes Sabre and Krystal have the task of saving the planet.



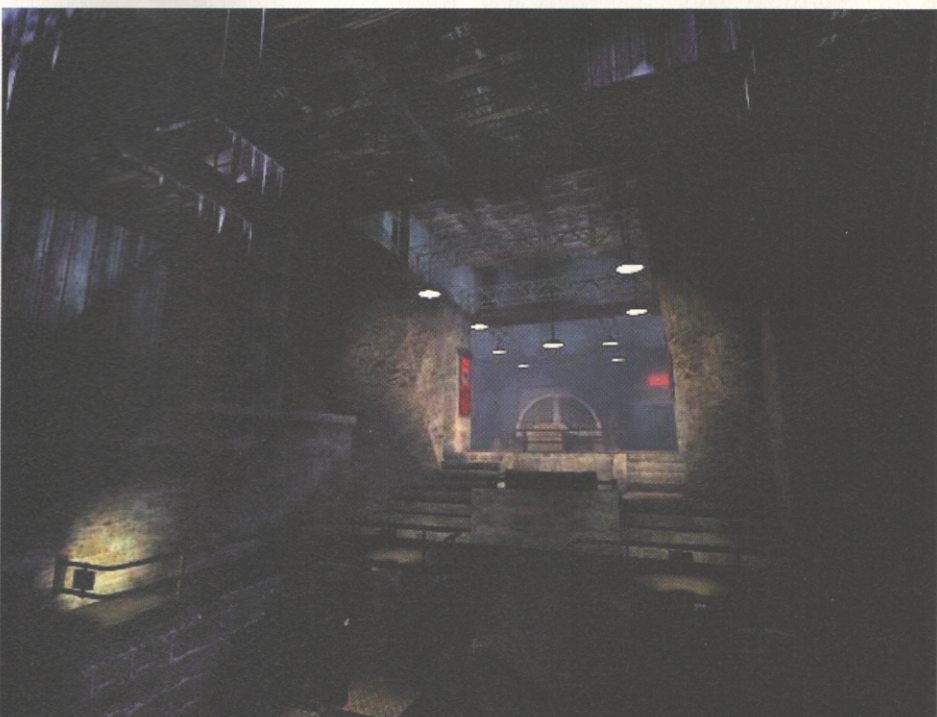
The two feline stars team up with buddy dinosaurs, each having specific skills to help you in your quest. The story will be epic, with hours of speech and controls that alter according to situation.



Dinosaur Planet looks like a class act even now. It will feature full Dolby Surround Sound, expansion pack enhanced visuals and that special Rare magic. Those who saw it at E3 were impressed but noted many similarities with other Rare action adventures.



Full object interactivity is promised. If you shoot at a wall, the bricks and stones will shatter and chip realistically. The computer controlled Nazis will prioritize their tasks too, deciding what's more important in a split second.



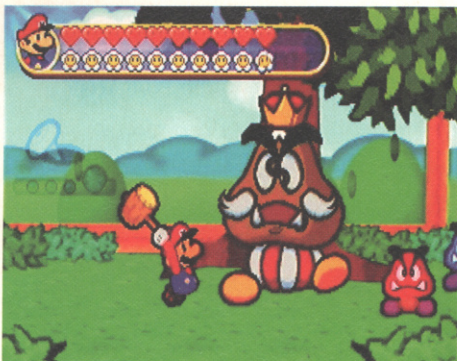
RETURN TO CASTLE WOLFENSTEIN

OUT TBC PLATFORM PC

The only game to feature Hitler in a robosuit gets 21st century update. The guts of the game are the same that powered the awesome *Quake 3*, so expect it to lick your eyes with loveliness. The 'one man against the Nazis' plot survives, but this time think zombie Nazis...

ACCESS ALL GAMES

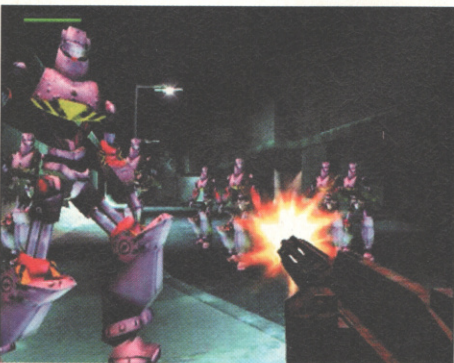
A WHOLE MONTH'S NEW GAMES IN ONE PLACE



PAPER MARIO

OUTEARLY 2001 PLATFORM/64

Remember *Mario RPG* on the SNES? Probably not – it was never released in the UK. Mario's next RPG will be tough, and features a 2D South Park-style 'paper' Mario adventuring and battling in a colourful 3D world. The visual style is unique to videogames, and younger players will lap it up



TIME SPLITTERS

OUTOCTOBER PLATFORM/PLAYSTATION 2

Imagine half the geniuses behind *GoldenEye* let loose on the dream format that is PS2. That's the reality of *Time Splitters*. It's another first-person shooter, and the developers are promising *Half-Life* beating levels of single-player action. And there's a four-player mode and a level editor thrown in too



MADDEN NFL 2001

OUTAUTUMN 2000 PLATFORM/PLAYSTATION 2

EA are wheeling out the big guns for their PS2 EA Sports range, and the *Madden* series is just about the biggest. It's sold millions down the years, and the new version is so detailed as to have each player wearing the exact equipment they sport in real-life, right down to elbow pads



ESCAPE FROM MONKEY ISLAND

OUTEND 2000 PLATFORM/PC

Gaming's oddest named hero, Guybrush Threepwood, returns in episode four of the hilarious PC comedy adventure. Point-and-click is the order of the day once more, but the graphics are rendered up in 3D for the first time. The return of ghost pirate Le Chuck is unconfirmed at this time



INDIANA JONES AND THE INFERNAL MACHINE

OUTTBC PLATFORM/N64

We've already had the PC version of this *Tomb Raider* wannabe, but on N64 it could get a better reception. N64 players won't even see a Lara game, and Doctor Jones fills the gap nicely. It's being redesigned to address the problems of the PC game, so go and buy a bullwhip and get ready



EPISODE ONE: STARFIGHTER

OUTAUTUMN 2000 PLATFORM/PLAYSTATION 2

The glut of Star Wars: Episode One games shows no sign of slowing up, but this is the first one for PS2. It explores the same space shooting territory as PC classic *X-Wing Alliance*, but also wages its combat over planet surfaces as well as deep space. We can't wait



WWF ROYAL RUMBLE

OUTTBC PLATFORM/DREAMCAST

One of the highlights on the WWF calendar is Royal Rumble, where 30 wrestlers enter the ring at short intervals. You lose if you get chucked out, and the winner is the last man in. Perfect videogame fodder, and the DC version lets four human players go at it simultaneously



ALONE IN THE DARK 4

OUTAUTUMN PLATFORM/PC

The original did survival horror type stuff way before Capcom, but the *Res Evil* series became the household name. The next instalment wants to swing the pendulum back. Two characters see the action from completely different viewpoints and the control system should be more intuitive than *Res*'s



DUKE NUKEM: PLANET OF THE BABES

OUTWINTER PLATFORM/PLAYSTATION

The Duke wades into a mission to save a planet of, er, babes from alien tyranny. The action is from the third-person and, this time around, the energy bar is replaced by an 'ego meter' that decreases every time the Duke lets himself down by getting shot. Wonder if that works on our Les' ego meter...



EVIL TWIN

OUTTBC PLATFORMPC, DREAMCAST

Cute little orphan Cyprien gets sucked into a nightmare world in this gorgeous-looking action adventure. Originally designed as a cartoon, Cyprien's quest sees him battling evil hordes and saving his imprisoned buddies. Think *Zelda* crossed with the musical *Annie* and you're on the right track



SONIC SHUFFLE

OUTWINTER PLATFORMDREAMCAST

Sonic and pals take part in a *Mario Party*-style board game. Up to four players can negotiate the tricks, traps and mini-games of a variety of game boards. There are battle modes for single player larks and the game is said to move along swiftly for a turn-based party game. Ace cartoon graphics too



18 WHEELER

OUTTBC PLATFORMDREAMCAST

Subtitled *American Pro Trucker*, this arcade to Dreamcast port looks stunning. Drive a selection of massive tankers around stunning cities fulfilling the stage requirements. There are strict time limits too and the action looks as fast and fab as *Crazy Taxi*. Suggestions of full online play too



STAR WARS: SUPER BOMBAD RACING

OUTLATE 2000 PLATFORMPS2/PC/DC/MAC

Yet more cartoony, *Mario Kart*-inspired action. *Bombad Racing* features characters from Episode One including Jar Jar Binks and the legendary Yoda. Each character races around locations from the movie in Naboo fighters and other Episode One craft. If it's really worked at, it could be a laugh



WARCRAFT III

OUTFIRST HALF 2001 PLATFORMPC

Ace RTS series gets its third instalment. There will be five different races to choose from, including Orcs, Humans and the Undead. Each faction will have unique abilities, magic and weapons of destruction at their disposal. Players will encounter neutral towns and wandering NPCs to spice up the strategy



DONKEY KONG COUNTRY

OUTJULY PLATFORMGAME BOY COLOUR ONLY

The ape-japery of Rare's SNES classic swings onto Game Boy. Only one ape will appear on screen at any one time and the graphics have been pared down, but everything else is in there. There's a fine selection of animal buddies to ride on, secret areas and even mini-games to unlock



CHASE THE EXPRESS

OUTAUTUMN PLATFORMPLAYSTATION

Face off against a gang of international terrorists on a high-speed train. The action takes place as you hurtle through 12 European countries and, as you play, you learn new skills as you pass through the 30 cities in the train's path. Puzzles, lots of blasting and seven possible outcomes



FINAL FANTASY IX

OUTTBC PLATFORMPLAYSTATION

One of the biggest surprises of E3 was the lack of new *Final Fantasy IX* info. Maybe Square thought it best to wait until *MGS 2* fever had subsided a little. Or maybe they're just biding their time to truly blow us away. Here's an FMV still to whet your appetite



LEGACY OF KAIN: SOUL REAVER 2

OUTWINTER PLATFORMPLAYSTATION 2/PC/DC

More of the same from Raziel and his tribe of vampires. This time you get to uncover the dark secrets of Nosgoth's past, fight vampire hunters, as well as battling Kain once more. A compelling gothic story and great platform puzzling action make this a franchise to reckon with

BRITAIN'S CHEAPEST GAME BOY...

IT COST £49.99 - AND IT'S FRENCH WORDS **PETER WALKER** PICS **KENNY P**

TAKE A

TAKE A good long look at this brand new Game Boy Color bought from a British high street store. Looks perfectly normal, right? So why is it £20 cheaper than GBCs in other shops? Maybe cos it's French. It looks the same, plays the same and in almost every respect is exactly the same - even the bar code is identical. The only difference is if you buy the French one you don't get a free set of disposable batteries. Oh, and the paper instructions are in French (not that you need a degree in rocket science to work out how to turn it on). Mega bargain or what? Check out the box on the right detailing rivals' prices if you don't believe us. You won't be surprised to discover the French GBCs are shifting like stink.

WHAT'S THE STORY?

Movies and games chain, Choices Video, is behind the imported bargain. A spokesman said, "Choices decided to promote this offer because we believe it represents value. And, judging by the sales we've achieved to date, our customers believe it does too. All Gameboy Color consoles are great value, wherever they are from - but at £49.99 you just can't go wrong."

NINTENDO ACCUSED

But the move comes as Nintendo and UK distributor THE Games stand accused of keeping European prices artificially high. The European

Commission (EC) claims the way Nintendo, THE and six other distributors divided up the market for Nintendo products appears to break Euro antitrust rules. According to the EC, the distributors were obliged to prevent exports from one European country being sold in another through unofficial channels - imposing export bans and controls on shops and wholesalers, while companies allowing such exports suffered sanctions. The allegations are pretty serious and, by the time you read this, Nintendo and THE should have responded to the EC, which wants to ensure players "are not being swindled". If the claims are upheld, the companies could be fined up to 10% of their annual turnovers.

SO WHAT?

What's that got to do with you and £50 Game Boy Colors? The one above is just the sort of thing Nintendo and THE stand accused of trying to keep from you. Choices is the first outlet we've seen doing this for GBC. Are Choices sticking their necks out, is there another explanation why these GBCs are so cheap, or is this proof that the EC claims are rubbish? Why aren't other high street shops selling at the same price? And why does Choices still sell the UK GBC alongside the French one - but for £69.99? What's going on? We'd like answers but we have to wait and see what the EC concludes, after which THE Games and Nintendo should be able to comment freely. But if the EC upholds claims that prices are being kept high, then that should mean cheaper Nintendo products for all.

RIVALS' PRICES

We reckon it's the cheapest new Game Boy Color on sale in our high streets. If you know better, email us at peter.walker@ecm.emap.com. Here's our selection:

■ Argos	£64.95
■ Dixons	£64.99
■ Electronics Boutique	£69.99 (comes with one free Game Boy game)
■ HMV	£69.99
■ Virgin	£69.99
■ Woolies	£64.99
■ Computer Exchange	£55 second-hand
■ Over the internet	£47.74 from www.dvdboxoffice.com (not strictly British since its imported and requires a couple of days wait for delivery)

CVG RECKONS

EC investigations into pricing can only be good for gaming, whatever the outcome. Big respect to Choices - we're right behind any moves to offer players better value for their gaming money. But according to the EC's claims, selling imported GBCs in the UK could cause them or whoever they sourced them from all sorts of problems. We, and no doubt the EC, will be very keen to see what, if anything, happens.

"ALL GAME BOY COLOR CONSOLES ARE GREAT VALUE - BUT AT £49.99 YOU CAN'T GO WRONG"

■ **PLAYSTATION 2** At last, a launch date. October 26th in the US, and Sony Europe are hoping to bring it out in the UK at the same time. Sony have also announced a separate hard drive available soon after launch.

■ **DREAMCAST** Bleem! are courting more controversy with a PlayStation emulator that'll run PS games on DC. Due for release in a couple of months, it allegedly enhances PS games more than PS2 can manage, so *GT2* looks just like *GT2000*. More next month.

■ **PLAYSTATION 2 EA** have announced plans for 20 PS2 titles including *FIFA* and *Madden*. It's the first time EA have backed a system from launch.

■ **DREAMCAST** Codemasters have shown off an early version of *Colin McRae 2.0* for the Dreamcast. We played it and can safely say that even though it's early, it's already far better than *V-Rally 2*.

■ **DREAMCAST** Sega restored the faith of many at the biggest games conference of the year, E3, by unveiling over 100 games, including *Sonic 2* and a tasty sports line up.

■ **PLAYSTATION 2** Hot on the heels of *Galenans*, Crave have a sequel going into production for the new Sony machine. No news on plot yet but expect more of the psychological horror theme.

■ **PLAYSTATION 2** *Tomb Raider* producers Core have announced a third-person action game for PC and PS2. *Project Eden* will feature four player co-operative play on the PC.

■ **DREAMCAST** After her rather disappointing last outing, Lara fans can expect something better when the fifth *Tomb Raider* hits shops this Xmas. PC and PlayStation versions will also be ready to roll.

■ **DOLPHIN** No news at E3, but Nintendo will be talking about their next console, plus the Game Boy Advance at their own Space World show in August. And we'll be there to bring you the latest news.

■ **NG4** Nintendo may be keeping silent about Dolphin because NG4's line-up is still looking strong, with *Perfect Dark*, *Conker's Bad Fur Day*, *Excitebike* and a new *Mario* RPG.

■ **PLAYSTATION 2** Sony Europe have revealed some of their European launch line-up, including, um, er... *Wipeout Fusion* and an F1 game.

■ **NG4** Top E3 moment - someone dressed as a Digimon (latest Pokemon-style craze) sneaked onto the Nintendo stand and had a ruck with someone dressed as Pikachu. Well, we laughed.

■ **PLAYSTATION 2** Voodoo psycho thriller *Shadowman* will be getting a sequel on PS2. It's the first of five titles Acclaim have planned, which include baseball and surfing games.

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NEW GAME
OPTION

PLAYER ASH
BADGES 8
POKÉDEX 151
TIME 93:07

POKEMON RED, BLUE OR YELLOW

This screen picture is going to make a lot of CVG gamers green with envy! How comes you've got 151 Pokémon you say! We're not telling, except to say that we have friends in very high Pokémon circles. Can you get 150 Pokémon in this time? Let alone 151? We don't reckon you can. So there.

TIP Get a Jigglypuff and send any Pokémon you want to acquire to sleep. You'll only get the 151st with clever trading (or friends in Japan) because Mew is only available on Pokémon Green, which only came out in Japan.



RIDDLE ME THIS...

Who is this ugly dude? The pixelated graphics are sure to give you a clue as to what console this scary guy is on, but do you know what game it's from? And even better, how do you get to see this guy in this room?

Answer: Agent Morgan from *Spyton Filter 2*. Complete game on hardest difficulty setting to access this gallery and all the game's movies.



GO RETRO

TAKE YOUR PC TO RETRO GAMING HEAVEN TODAY!

WORDS DEAN SCOTT PICS KENNY P

WHERE DO

videogames go when they die? Some sit up in the loft gathering dust, some get pimped for pennies at car boot sales, and some get locked up forever in dark warehouses by games companies. However, if you want to revisit the good ol' days, your PC has the power to bring these old classics back to life – for free. It's called Emulation, and it won't make you go blind.

WHAT IS AN EMULATOR?

It's a piece of software that lets your PC pretend to be something else. A Spectrum, a C64, an arcade machine, anything. You run the original code through the program, and the game flickers to life.

WHERE DO I GET IT?

There are lots of emulation sites on the Net that will supply you with emulators, and our links box below will provide a few pointers. Obtaining the actual software to play on them – called ROMs – is a bit of a legal minefield. The law entitles you to keep a backup copy of a program you own, so if you've got a C64 game in your loft, downloading the ROM of that game from the web is OK. The problem is, sites that offer ROMs depend upon your honesty.

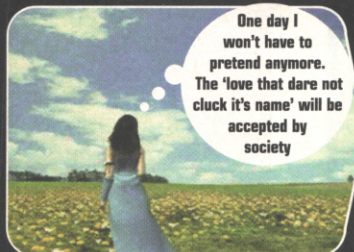
And it's all too tempting for players to lift off games they don't own cos prosecutions are rare, since it's so hard to police.

IS IT DIFFICULT TO GET WORKING?

Opt for a Windows-based emulator, and you should be laughing. Always read the instructions supplied. You might be surprised how much system resources it takes your super-PC to reproduce the 8-bit days. It's possible your PC won't be able to run the games at full speed. Different

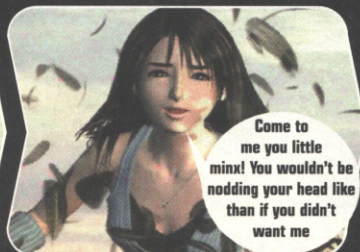
FINAL FANTASY VIII

CVG'S TONGUE-IN-CHEEK TAKE ON THAT BEAUTIFUL BUT BAFFLING INTRO SEQUENCE



One day I won't have to pretend anymore. The 'love that dare not cluck it's name' will be accepted by society

Rinoa Heartilly is a woman tormented by an unholy interest in chickens



Come to me you little minx! You wouldn't be nodding your head like that if you didn't want me

No henhouse was safe. Galbadian poultry lived in fear: Rinoa's baby is covered with peck marks

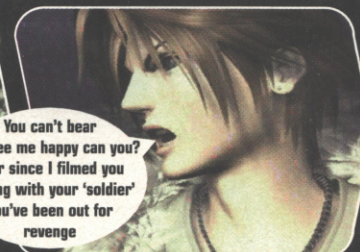


I wouldn't lie to you, mate. Your woman is a freak!

You're lying! And what the hell were you doing naked in the hen house at 2am anyway?

I was... collecting some eggs

Seifer saw Rinoa come into the chicken shed and ruffle some feathers. He tells Squall



You can't bear to see me happy can you? Ever since I filmed you playing with your 'soldier' you've been out for revenge

Squall won't accept the awful truth. Too angry to think, he farts and follows through

WANT TO PLAY CAPCOM?

If you want to play some of Capcom's finest through MAME, CVG can sort you out. We've got three pukka copies of the *Capcom Coin Op Classics Series* 1 CD to give away, courtesy of Arcade PC. You can't buy them in shops, and they usually only come free if you buy an arcade cabinet or arcade stick. To win one and enter Capcom heaven, convince us in no more than 30 words that you're worthy. Entries should be emailed to dean.scott@ecm.emap.com or posted to the usual address.



1 *Laser Squad* was wicked. I want to play it, but I can't be arsed getting the C64 out of the loft. Let's emulate



2 Vintage Gaming has the C64 emulator, and c64.com has the ROM. WinZip will expand the files and it's game on



3 Retro heaven. You need to remember where you saved the ROM files and tell the program where to find them



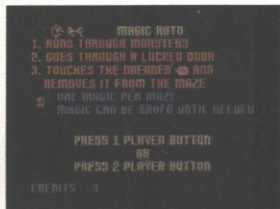
4 OK. So now I want to play an old arcade game. The software I need is called MAME.



5 I don't own any arcade games, so I have to stick to public domain ROMs. I try *Robby Robot* on Vintage Gaming



6 Downloaded MAME32 and copied the ROM into MAME's 'roms' directory. I then click on 'audit all games'



7 It finds the game, and I double click on it to start it. '3' on the keyboard is credits, and '1' is 1P START



8 Having had my retro fix, I put the DC back on. Emulation is a quick hit, but the new consoles soon lure you back



9 Want the real feel? Retro Toys (01322 448707) do a great arcade joystick, check Lee's Lab for the test

emulators need different spec machines, so look around.

WHICH SYSTEMS CAN I EMULATE?

Practically anything from an Atari 2600 to a PlayStation. You're best sticking to the 8-bit era; the strain on your system is less, and as companies like Sinclair and Commodore have since vanished, you'll find lots 'public domain' software. Translation: the programmers let people use it without owning it, free of charge.

WEB LINKS

www.vintagegaming.com - has just about every emulator you could ever need
www.c64.com - amazingly comprehensive C64 games site
www.emux.com - specialists in arcade game emulation
www.bleem.com - commercial PlayStation emulator
www.arcadeathome.com - which does exactly what it says on the tin
www.google.com - cool search engine for anything else you might need
www.arcadepc.co.uk - serious toys for the serious retro gamer

EVE RECKONS

If your loft is stuffed with gaming history, your grey PC is the key to unlocking the good old days. You can bring a tear to your eye without wounding yourself larking about in the attic. There's a lot of free stuff out there to play around with that'll keep you occupied for a few minutes as well. But remember, be honest when you download. We don't want you to get into trouble with the law. Have fun.

■ **PLAYSTATION ECW** *Hardcore Revolution* may have been a bit disappointing, but Acclaim have a new ECW game lined up for DC and PS that'll blow away those wrestling cobwebs. *ECW Anarchy Rulz* will be out later this year.

■ **X-BOX** Rumours abound that a special 64-player *Unreal Tournament* game will be ready for the launch of X-Box and will feature lots of outside levels. No news yet on a release date for Microsoft's console.

■ **PLAYSTATION** Conspicuous by its absence at E3 was Square's epic *Final Fantasy 9*. There was a video running but it wasn't showing anything new. Sorry, we're disappointed too.

■ **N64** The Star Wars bandwagon keeps on rolling. This time, LucasArts have come up with *Battle for Naboo*, an espionage shooting thriller (apparently) along the lines of *Rogue Squadron*. Should be here for Xmas.

■ **DREAMCAST** PC space opera shoot 'em-up *Starlancer* (which we didn't review because we didn't get code in time) is coming to DC courtesy of Crave. Early signs are promising.

■ **PC Console** stalwarts Konami have signed a deal with Universal to bring some of their biggest stars to the PC (as well as PlayStation and Dreamcast.) First up is a small screen version of action movie *The Mummy*. Yummy.

■ **PLAYSTATION** Bad news. *Soul Reaver: Legacy of Kain* sequel has been scrapped on the PlayStation. Good news, Eidos will be doing it for PS2 and DC.

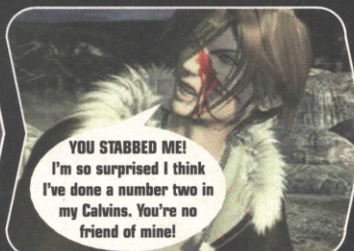
■ **PLAYSTATION 2** Shock horror, the *300 Army Men* game for PS2 is actually really good. After disappointing starts on PS and N64, we're looking forward to this one.

■ **NEO GEO POCKET** Unveiled at E3, an amazing MP3 player for the Neo Geo handheld. Download music onto it and listen to it in perfect digital quality.



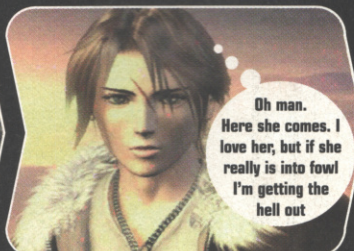
I had an itch and I scratched it, man. And anyway, it's not my missus that's playing around with poultry

A sword fight kicks off. Squall is hindered by his messed pants and takes a glancing blow



YOU STABBED ME! I'm so surprised I think I've done a number two in my Calvins. You're no friend of mine!

Squall's quick thinking sees him escape his shapants shame. He changes and goes to see Rinoa



Oh man. Here she comes. I love her, but if she really is into fowl I'm getting the hell out

Could the smell of fresh chicken crap in the air just be his mind playing tricks? Rinoa appears



Squall...I told you not to come around here without phoning first

Screw you! The purest love of all is girl and bird - I don't care who knows!

Oh my God. What is that stuff around your mouth... and, those feathers... Seifer was right!

The lovers part. Squall became a key grip in kids TV, and Rinoa married Mr Cadbury's Parrot

SCOOP!

THE PLAYERS' BEST FRIEND

SPOT THE DAN

HE'S YOUR MAN FOR PRIZES

Spot where we've hidden a cut-out of Dan's pugnacious mug and you could

win a beautiful Digimon

Version 2. State the page number on a postcard to our usual address

marked Spot The Dan Competition. Just don't

stare too closely at Dan's face or you'll go blind. Winners will be announced from next issue onwards.



In Issue 223, Dan was on page 81



THE CONTENDERS

Sonic v Pikachu

Name	Sonic T Hedgehog	Pikachu
Age	Game veteran	New kid on the block
Height	3' with spikes	2' 3" with trainers
Weapons	Spikes	Annoying cry of 'Pikachu'
Merchandise	Some	Bloody everything
Hollywood?	Nope	Been there, done that
Form	Old but resurgent	World conquering
Kids opinion	I remember him	Own all Pokemon stuff
Stats	100-1	2-1 favourite

THE FIGHT

Sonic enters the ring at uncontrollably high speed, while Pikachu struggles to get those damn ears through the ropes. Sonic's tried-and-tested jumping on the head attack fails as Pikachu's ears spike him where the sun don't shine. Pikachu fights back, screaming his one-word vocabulary at the top of his voice, shattering Sonic's eyeballs. Sonic goes for his last chance of survival, the spin attack. He sticks his head between his legs, but just as he starts to spin, lets out a titanic guff. Fearing his head in disgust, Sonic snags his family jewels on those spikes on the back of his head. Ouch! With Sonic self-destructing, Pikachu scores the win.

THE WINNER

Pikachu

WHERE YOUR CASH GOES

HERE'S WHO GETS THE BIGGEST SLICE WHEN YOU BUY A NEW GAME...

WORDSLES ELLIS PICS/MATT HOWELL

SO YOU'VE

SO YOU'VE handed over your dosh to the spotty geek doing his Saturday job at your local games shop. But out of your forty hard earned notes, who gets what? On the videogame gravy train, who's travelling first class and who's left freezing their nads off in the baggage compartment with the stinky guard?

TAKING A CUT

You may be surprised to learn just how many people need to be paid off out of the price of your game. Not only does the shop and the publisher both take their cut, but developers also need to be paid (teams of up to 50 can take up to two years or more making a game and need to be paid every month just like everyone else). Then there's the cost of actually mass producing CDs

and boxes (or carts in Nintendo's case). Then there's the procedure of getting it from the CD duplicator's to the shops, not to mention that amount you have to pay Sony, Sega or Nintendo for the pleasure of making games to make their systems look good. Cor blimey guv'nor, it's a wonder anyone makes any money at all. In fact, unless a game is a huge hit, the chances are someone in the chain won't actually turn a profit.

● *Note these figures are averages taken from several sources, certain developers command higher royalties (Westwood, id, Lucas, Bullfrog for example) and retail price wars cut into their own percentages. Also marketing budgets vary from title to title.*

PC

■ Average full game price:	£29.99
■ Retail	£14.04
■ VAT	£4.47
■ Manufacturing	£1.50
■ Freight	£0.25
■ Localisation	£0.34
■ Royalty developer	£1.56
■ Royalty licensor	£2.50
■ Marketing	£1.15
■ Returns & markdowns	£1.15
■ Publisher	£3.03

WHO'S GOT THEIR NOSES IN THE TROUGH

■ RETAIL

Those lovely all-knowing chaps who run your local shop. They have electric bills and wages to pay.

■ VAT

Not only does the Government moan about violent games, they also take a big chunk of what you pay for a game in the form of VAT (tax). That's money blown mate, you'll never see that again.

■ MANUFACTURING

There's a big factory churning out millions of CDs and carts. Someone has to pay for that. You. There's also got to be payment's to hardware licensees like Nintendo and Sony.

■ DEVELOPERS

The people who actually make the game generally get one of the smallest cuts. Big developers who are hugely in demand get more.

■ LICENSORS

Wanna have a big or official license (like FIFA) attached to your game? This costs big bucks.

■ MARKETING

Those clever ads you see in mags, newspapers and on TV swallow up huge amounts of money.

■ PUBLISHER

Well, they have to make a profit so that they can make more games.

■ DISTRIBUTION

Storing it in a warehouse and physically getting the game to the shop.

PLAYSTATION

■ Average full game price:	£29.99
■ Retail	£10.22
■ VAT	£4.47
■ Manufacturing	£6.56
■ Distribution	£0.25
■ Localisation	£0.46
■ Royalty developer	£1.68
■ Royalty licensor	£2.14
■ Marketing	£1.53
■ Returns & markdowns	£0.92
■ Publisher	£1.76

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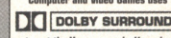
Frontline

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DREAMCAST

■ Average full game price:	£39.99
■ Retail	£17.31
■ VAT	£5.96
■ Manufacturing	£7.57
■ Freight	£0.25
■ Localisation	£0.64
■ Royalty developer	£1.68
■ Royalty licensor	£2.14
■ Marketing	£1.53
■ Returns & markdowns	£1.15
■ Publisher	£1.76

NG4

■ Average full game price:	£39.99
■ Retail	£13.61
■ VAT	£5.96
■ Manufacturing	£14.00
■ Freight	£0.70
■ Localisation	£0.61
■ Royalty developer	£0.86
■ Royalty licensor	£1.00
■ Marketing	£1.02
■ Returns & markdowns	£1.23
■ Publisher	£1.00

EYE RECKONS

Seems that the only people who make the big bucks are the shops themselves – and it's the publishers who take the risks. So the next time you hear someone whinge about how much publishers charge, make sure they know the real facts.

■ **GAME BOY COLOR** Game Boy owners can look forward to nightmares of their own as *Alone in the Dark 4* is almost finished and ready to shock. The graphics look amazing and the combination of horror and puzzle-solving should prove a winner.

■ **PLAYSTATION 2** Looking forward to *Onimusha*, the awesome sounding Samurai game? You may want to think again. Sadly, *Onimusha* was only OK at E3, but hardly mind-blowing. Meanwhile, Crave sneaked up with a game called *Kengo*, which WAS blowing minds all over the place.

■ **PLAYSTATION** Eat my shorts. Bart, Homer and the gang are back thanks to Fox Interactive. Their latest outing is *Simpsons Wrestling* where, you guessed it, all your favourite characters ruck it out in the ring. Hilarious.

■ **PLAYSTATION 3** Yeah, you read it right. We've heard from the development community that PS3 is already underway and will be using a new kind of graphics chip called an optical chip. It'll allow for an infinite fill rate - which basically means photorealistic graphics.



LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

Summers are tough in the lab. While tanned couples frolic on the rec, us boffins huddle indoors, with only the aroma of our own perspiration for company. Still, we've got a new fishing controller so we can pretend to be outside, and a sexy new light gun, heh heh!



ADVANCED JOLT CONTROLLER

FOR: PLAYSTATION £14.99

This range of PlayStation pads comes in a load of colours. The dual shock pad feels nice and weighty and the vibration is fine. The analogue sticks aren't quite resistant enough though, leading to difficult precision control. ★★★



HOTROD PAD

FOR: PC (Retro Toys, 01322 448707) £159.99

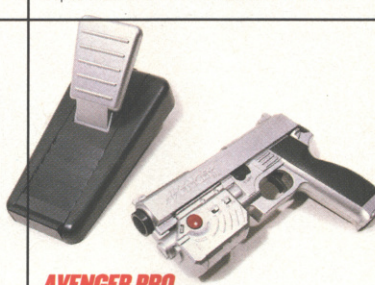
At this price, you need to be a serious games fanatic, but this baby feels exactly like the sticks you use to play *Street Fighter* down the arcades. It's really solid, and responds well. You get a Capcom CD thrown in free as well. ★★★★★



FISSION FISHING CONTROLLER

FOR: DREAMCAST £19.99

A fishing controller for *Sega Bass Fishing* and future rod-based games. Although it feels a bit flimsy, it works just like the official rod controller, plus it's easier to find in the shops. Makes *Sega Bass* even more of a hoot. ★★★



AVENGER PRO

FOR: PLAYSTATION £34.99

Funky light gun with its own pedal and mains operated recoil. The gun is G-con compatible and has a great solid feel to it. Has all the standard features like reload and autofire. It's pricey but having a proper pedal is pure class. ★★★★



CONTROLLER PLUS

FOR: DREAMCAST £19.99

Despite coming in a range of transparent colours, these controllers look cheap and tacky. The D-pad and start buttons sit too loose in the pad and rattle about while you play. The only saving grace is the pad's two extra buttons. ★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 What does CVG reckon *Alien Resurrection* lacks?

- A Internet gaming
- B A multiplayer mode
- C The need for a spare pair of pants

2 How much did CVG snag a French GB Color for?

- A £49.99
- B £64.99
- C £69.99

3 Where is *Startopia* set?

- A In space
- B On Earth
- C Watford Gap service station

4 *Tenchu 2* is a...?

- A Sequel
- B Prequel
- C New brand of dog biscuit

5 Who's bringing us action PRG *Diablo 2*?

- A Blizzard
- B Ion Storm
- C Red Storm

6 What ancient games are celebrated later this year?

- A The International Connect 4 Championships
- B The Olympics
- C The 2000 Bogie Eating World Finals

7 Who won this month's Video Deathmatch?

- A Sonic
- B Pikachu
- C Mario

8 What star rating did *Vagrant Story* get?

- A Less than four
- B 12 divided by three
- C Five

9 When you buy a game for £39.99, how much money do the Government take in VAT?

- A £6.99
- B £5.99
- C £4.99

10 Which game is this very tasty looking screenshot from?

- A Code: Veronica
- B Vagrant Story
- C Galerians



LAST MONTH'S ANSWERS

Wanna know if you mastered the quiz in Issue 223? Fret no more, just check out the answers below. We'll tell you in the mag who's won the £100, so please don't ring the office. Ta.

- 1) C 8
- 2) B *Barbie Super Sports*
- 3) C A dolphin
- 4) C *Hogs of War*
- 5) A Matt
- 6) B 12 divided by 2, less 6
- 7) A Lara Croft
- 8) C More than £5
- 9) C *Ballistic*
- 10) A A cartoon series

The winner of Issue 223's quiz and £100 to blow on whatever he wants is...
Scott Yemm, Newport

IT'S EASY TO ENTER

Post to us at: Win Some Money 224, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Wednesday 12th July 2000. So hurry up.

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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PlayStation Urban Chaos bigsave Price £28.14

Blow away the sleaze in this astonishingly atmospheric cop thriller, a 5-star favourite in CVG.



Only
£28.14

Game Boy Pokémon Blue/Red bigsave Price from £20.99

The wickedly addictive best seller – 75 monsters are on the loose, and you gotta catch 'em all!



From
£20.99



PlayStation Tomb Raider 4 – The Last Revelation bigsave Price £27.74

Loads of guns and gore make this slick Egyptian adventure the best Tomb Raider to date.

Only
£27.74

PlayStation Gran Turismo 2 bigsave Price £25.79

With over 600 cars, GT2's a total joyride – "the finest racer in PlayStation history," says CVG.



Only
£25.79



Only
£29.41

PlayStation Resident Evil 3 bigsave Price £29.41

There's blood and gore galore in this brilliantly designed, zombie nuking fright-fest.



PlayStation FIFA 2000 bigsave Price £29.67

Stunningly presented, with slick gameplay and scrolling, this really is 'the beautiful game'.

Only
£29.67

PC Messiah bigsave Price £26.83

Possess people and rid them of evil in Bob the Angel's brilliantly original adventure – it's gaming heaven.



Only
£26.83



Nintendo Rainbow Six bigsave Price £34.25

Enter the deadly world of Tom Clancy in this nail-biting anti-terrorist strategy/action adventure.

Only
£34.25

Dreamcast Crazy Taxi bigsave Price £34.25

Burn up the streets of San Fran in this lightning-paced, adrenaline-pumping cabbie caper.



Only
£34.25

PlayStation Cool Boarders 4 bigsave Price £26.83

The slickest, quickest snowboarding game to date, with even more tricks, obstacles and cool, cool kit.



Only
£26.83

PlayStation Syphon Filter 2 bigsave Price £24.37

Save the world from a mystery killer virus in this gun-toting thriller – "truly great," says CVG.



Only
£55.39

Dreamcast Sega Bass Fishing & Fishing Rod bigsave Price £55.39

With its great gameplay, effects and virtual rod, this angling adventure will have you hooked.



Only
£19.13

PC Half-Life: Opposing Force bigsave Price £19.13

With a truckload of new weapons and an army of foes, 'OP' even out-guns the original Half-Life.



Only
£24.37

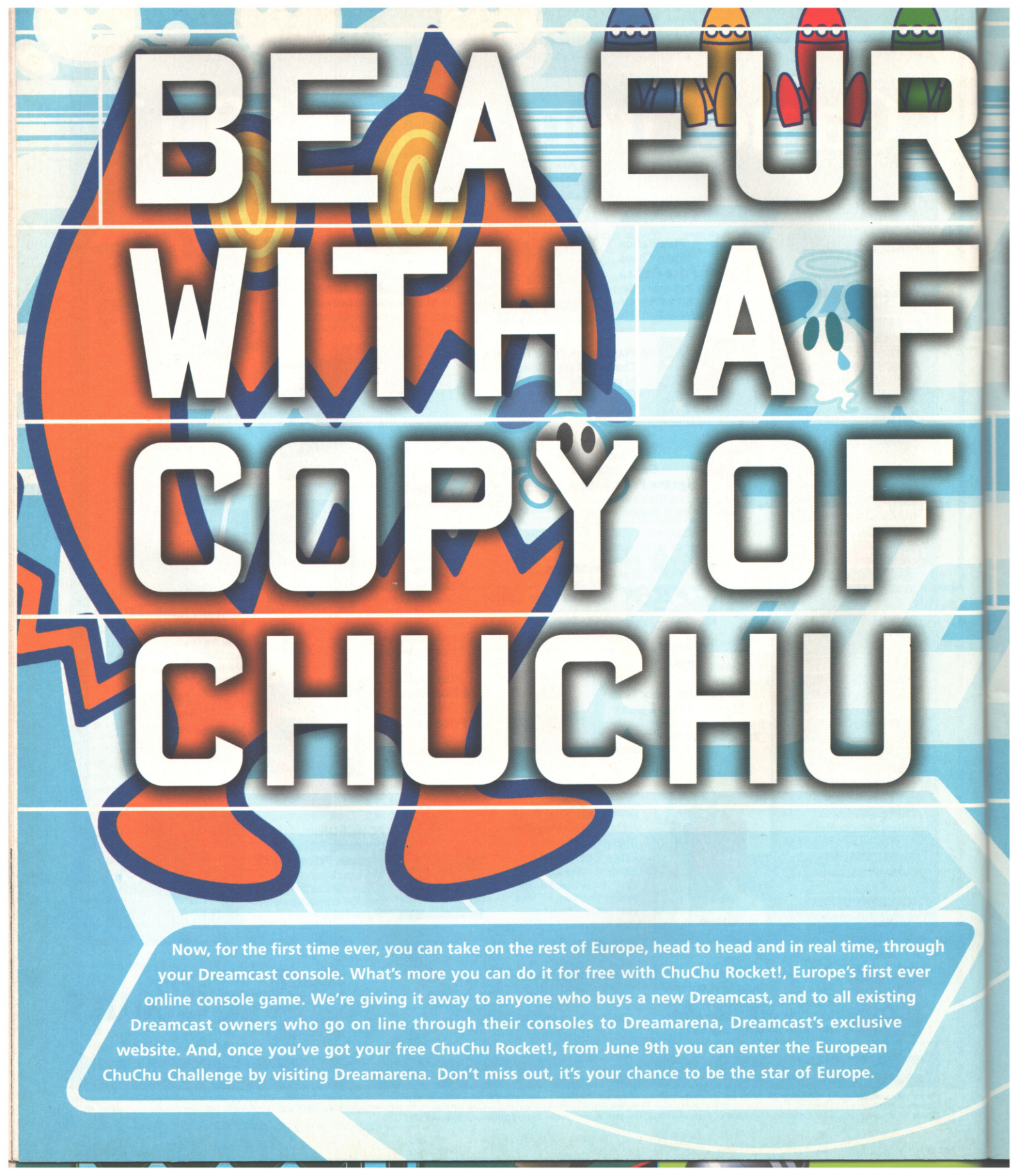
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Now, for the first time ever, you can take on the rest of Europe, head to head and in real time, through your Dreamcast console. What's more you can do it for free with ChuChu Rocket!, Europe's first ever online console game. We're giving it away to anyone who buys a new Dreamcast, and to all existing Dreamcast owners who go on line through their consoles to Dreamarena, Dreamcast's exclusive website. And, once you've got your free ChuChu Rocket!, from June 9th you can enter the European ChuChu Challenge by visiting Dreamarena. Don't miss out, it's your chance to be the star of Europe.

RO STAR FREE



ROCKET!

SEGA



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IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



LOOK WHO'S STALKING

GIANT FLESH-SHREDDING DINOSAURS, BIG GUNS, GOVERNMENT PLOTS AND TWO PAIRS OF UNDERPANTS. MUST BE *DINO CRISIS 2*.

WORDS LES ELLIS SCREENSHOTS CAPCOM

DINO CRISIS 2

OUT OCTOBER PLATFORM PLAYSTATION

Who can forget the Jurassic larks of *Dino Crisis*? The Jurassic Park meets *Resident Evil* survival thriller action proved a massive hit with gamers, and the sequel is promising to push the series to new and undreamed of heights. If you thought the first game went for it with its jumpy moments, you ain't seen nothing yet. Rexy and his Raptor mates have got a whole bunch of new tricks up their scaly sleeves in order to make you their appetizer.

A GAME WITH CHARACTER

Well, actually it's a game with two characters. Girlie superstar Regina returns (you'd have thought she'd have quit after her last encounter) to show a certain female gaming superstar that you need more than unfeasible breasts and an career in advertising to be a true gaming great. This time out she's accompanied by the unfortunately named Dylan, a special agent who forgoes diplomacy and carefully thought out tactical plans in favour of pure brute force. He shoots first, and leaves the questions for Chris Tarrant. He's the perfect foil for Regina's speed and agility gained from her stealth agent training. He may not know what to expect, but he's more than capable of dealing with it, whatever it is. Two legs, four legs, or more teeth than a Britney Spears smile, Dylan is up for it. Brains vs brawn, boy vs girl, human vs nature's nastiest killing machines.



IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

GUNPLAY

The heroes of Jurassic Park may have had to use their ingenuity to escape the prehistoric predators they faced, but the masters of survival horror have been nice and provided you with far more explosive methods for getting the job done. As with most sequels, you'll get more cool toys to play with, and best of all, you can hold two weapons at the same time, allowing some classic John Woo-style action moments, as you run at dinosaurs with both guns blazing. It also leads to classic comedy moments as you run at them and run out of ammo just at the critical moment – oops. And these guys won't allow you time to reload – if you mess up, you're lunch.

EARN AS YOU GO

The weapons are not just lying around the place either. For every dinosaur you kill you will be awarded points, and these points earn you the chance to buy new weapons and ammunition to turn today's genetic freaks into tomorrow's cat food. You can also buy goodies like health with these points. In a new true 3D twist, you can now target enemies on different levels – so you can be crossing a bridge, look over the edge and open up on whatever is beneath you, safe from attack. Clearing areas before you go in is a key element to surviving. It also means that wherever you are, you have to keep your eyes open because just about anything could be above or below you.

BITE ME

The original game relied mainly on Raptors and the huge T-Rex to provide the challenge. *Dino Crisis 2* goes further, with ten different types of dinosaurs for you to have a quiet word with. While the T-Rex and Raptors return to provide plenty of action, they're joined by the horny Triceratops and Loch Ness Monster-style Plesiosaur. Obviously, some of these monsties hang around underwater a lot. So imagine how cool it'll be if you're swimming around beneath the surface and come face to face with them. Cool, but pant-fillingly scary and not what you want to encounter when you're low on health and ammo.

OUT OF YOUR SKIN-DIVING

You do get to dive into a lake with new diving gear, but Capcom are keeping quiet about exactly what dino-terrors you'll meet underwater. One thing's for sure – it's not just fish. Swimming may keep you fit and add an extra dimension to the level design, but you know it'll also mean more ingenious attempts on your life. In fact, in true movie tradition, if not much is happening, get ready to jump out of your skin, cos it's sure as hell just about to – and it certainly won't be nice. The developers have tried to create an atmosphere where you never feel completely safe – at any given moment all hell can break loose. In other words, you'll be on the edge of your seat, and then they'll push you off.



When the world runs out of our favourite meats, kebab shops will have to discover new ones to put in their burgers...



One headbutt from this and you'd have been in trouble. Good job his armour wasn't stronger than your weapons



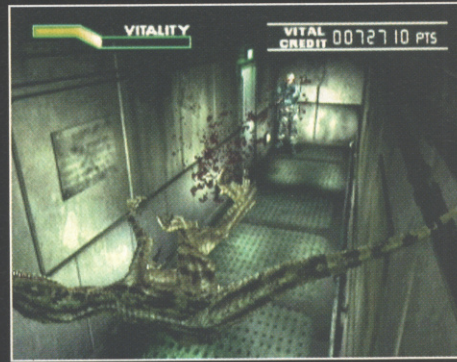
You don't get any extra points for trying to get one of these parrots to say "Hello". Maybe if you get him to swear you get a reward



Bloody hell, there was a Rolex on that wrist. Give it back. If you had a gun in the other hand, the solution to this would be obvious.



Notice that there are plenty of places for dinosaur ambushes here, so keep your eyes open at all times



Paint the walls a subtle shade of blood 'n' guts red; that should brighten the place up just a bit



Open spaces give you plenty of places to run to get away from an attack. It also means that more dinosaurs can be squeezed in



From here you can take out the Pterodactyls overhead as well as anything that wanders by below you



Should be relatively safe here, unless there's anything really big lurking beneath the waves...

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

MINI ACTION

As if surviving against hordes of ravenous dinosaurs wasn't enough of a challenge, Capcom have decided to spice things up a bit by adding in some mini games to complete along the way. Failing to complete them may just end up making your overall mission that much tougher, while success guarantees survival of your whole team, plus extra goodies for you to use in your fight against the dinos. An objective could be something as simple as saving a team member from being converted to dinosaur poo, or even hunting down a particular scaly freak and getting a key out of it (and he won't be wearing it around his neck – you'll have to go in the hard way to get it).

YOU GOT PLOT

All this and there's a plot as well. Remember in the last game how you captured Dr Kirk, whose experiments resulted in the first dinosaur outbreak? Well surprise, surprise, the military have got hold of his work and have continued it to try and achieve some kind of advantage on the world stage. After all, who's going to argue with a country who can unleash a plague of dinosaurs at your front door. But guess what – they screwed up and you have to try and clear up the mess. Edward City, a non-descript place whose only claim to fame is to have a military base near it, has vanished. Poof! Gone, deceased, disappeared in a cloud of smoke. Instead of the usual smoking crater, in its place is a dense jungle – the kind of place even Tarzan would think twice about swinging through.

HOW DUMB?

Instead of just giving up and hoping no-one noticed their mistake, the government decided to use some half-assed time travel device to send some special forces back in time to find the city and rescue the scientists and their work. That's where you come in. Find out what the hell is going on, turn the odd Raptor into dinoburgers, rescue scientists, save the world – the usual stuff for gaming heroes. It's not going to be easy, plus you know that if you do complete it, Capcom will stuff loads of hidden extras in here so every time you finish it you'll unlock something new, assuming you finish it in time or within certain limits.

HANDS ON

As the control system from *DC1* hasn't been drastically messed with, you'll feel right at home with *DC2* as soon as you pick up the pad. Which means you can concentrate more on the intense battles and trying to suss out the puzzles. The combat will be more than just finding a dinosaur and blasting it until it's dead – you'll have to work out the best way of handling each type. And of course, taking inspiration from *Jurassic Park*, you know that just when you least expect it, or least need it, the joypad's going to start rumbling, meaning that you're going to get so close to a dinosaur that you'll be able to pick the remains of the last human it found out of his teeth – although we don't recommend it unless you want someone cashing in on your life insurance.

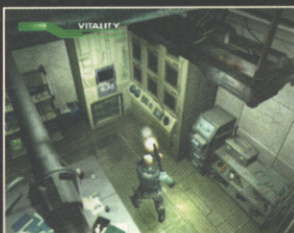
THE FUTURE'S BRIGHT

The high-detail graphical environments look so lush that you could almost be forgiven for thinking that this was destined for the PlayStation 2. With things like this and *Driver 2* on the horizon, it looks like they haven't squeezed every bit of juice out of the PlayStation 1 yet. Survival horror never looked so good. And with gameplay that matches the graphics, *Dino Crisis 2* is going to cause a real stir when it gets released later this year.

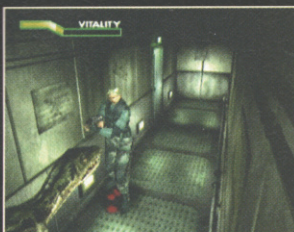
EVG RECKONS

Resident Evil with dinosaurs and a bunch of new features won't fail to impress.

END



Computer refusing to work? This may be a bit of an over-the-top response



Up close and in their face. Probably better if you have a bigger gun to do this



Two-on-one: hardly fair seeing as you only have modern weapons and they have teeth



THE FOOTBALL DOESN'T HAVE TO END ON 2ND JULY

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Sega World Wide Soccer 2000
- Euro Edition is the ultimate
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"Best Dreamcast footie game so far." OFFICIAL DREAMCAST MAGAZINE

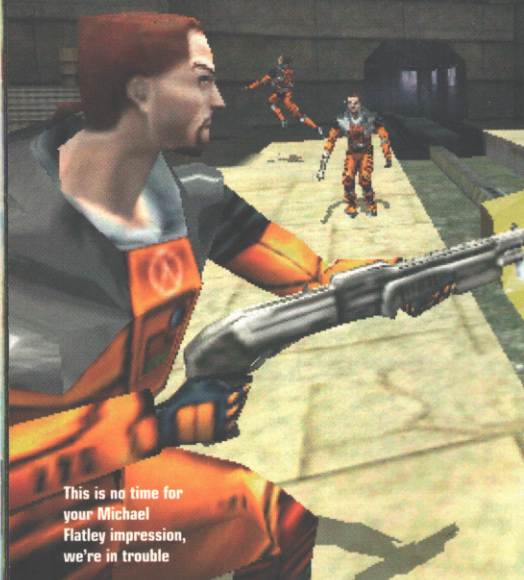
SEGA

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**Silicon
Dreams**

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



This is no time for your Michael Flatley impression, we're in trouble

THE BEST JUST GOT BETTER

HALF-LIFE

OUTTBC FORMATDREAMCAST

Half-Life -- probably PC's greatest story-based first-person shooter. And now it's on Dreamcast. Not only that, Havas must have sold their soul to the gaming devil to come up with something that is better than the PC version.

HALF-LIFE BUT FULL FAT

The story of Gordon Freeman's escape from a laboratory complex and subsequent fighting of an alien invasion will keep you on the edge of your seat from the moment you press the start button. And if the plot wasn't good enough, try graphics that look like they are running on the most powerful of PCs. With new features that weren't in the PC game, *Half-Life* is the first in a new generation of DC games that are set to show up their PC counterparts.

MULTIPLAYER

Oh yes, now you can go toe-to-toe with a mate in a stunning deathmatch, or you can team up. Although it wasn't in the version we played at E3, the developers are also looking seriously at putting in an online play mode and it seems ever more likely to go in as this will allow even more players to deathmatch.

GET MESSY

With a quota of full gore, gameplay to die for and one of the most intriguing storylines ever seen in a first-person shooter, *Half-Life* will prove a huge success on DC and is certainly a turning point for the console. The level design is awesome, and, combined with realistic sound effects, the atmosphere gets amazingly tense. With this and *Quake 3 Arena* on the Dreamcast, there has never been a better time to own Sega's console.

EVER RECKONS

Totally awesome. One of the best blasts you'll ever, EVER, play.

END

ANYTHING PC CAN DO, DC CAN DO BETTER

WORDS LES ELLIS SCREENSHOTSHAVAS



If you think that helicopter is here to help you...



... you're about to learn a very painful lesson in who to trust



Talk nicely to people and they'll help solve puzzles and fight aliens



Cue pantomime styele, "He's behind you". And boy, is he ugly



After the double cross, you get to face the aliens alone...



But it's not just blasting. You have to think your way out of trouble as well



Though get nippy with your trigger and trails of gore will be your reward

"STUNNING UNDERWATER ODYSSEY THAT'S ENTERTAINING THROUGHOUT 9/10"
OFFICIAL DREAMCAST MAGAZINE

SEGA™

ecco

THE DOLPHIN DEFENDER OF THE FUTURE



CREATED BY



Appaloosa

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Dreamcast™

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

DREAMCAST IS QUAKING

THE BIGGEST GAME IN THE WORLD HITS SEGA'S BOX

WORDS LES ELLIS SCREENSHOTS BY SEGA



Wait for them to finish their fight, then blast the weakened victor, claiming a sneaky Pete Walker style kill. Then laugh. And laugh. And laugh



KILL 'EM ALL

If Sega Europe can give us a killer online service in the UK, *Quake 3* is a game that could well give the DC the massive pulling power it always wanted. It looks pretty much as good as the PC game, which is no mean feat, but there's now no stronger argument for a 56K modem for the UK. It *must* happen, so hurry up and make it happen, Sega. The fact that DC players can scrap with PC players makes this launch something of a landmark in videogaming and it'd be a killer waste if this opportunity was ruined for UK players just because we can't upgrade our modems. If this is a sign of what the Dreamcast is capable of, then stories of the Dreamcast's demise are most definitely premature.

QUAKE 3: ARENA

OUTTBC PLATFORM DREAMCAST

Yeah, you read it right. That says *Quake 3* on Dreamcast. So go find anyone who doubts that the Dreamcast can hang with the big boys and ram these screenshots down their throats. Whether they believe it or not, it's *Quake 3: Arena*. Yeah, it looks like the PC version and, best of all, it's set to play like a demon over the Net – providing us Brits get to upgrade to a 56K modem.

CONTROL FREAK

You now have no better reason to invest a bit of extra cash in a DC keyboard and mouse – it really is the best control system for this first-person shooter, whatever the format. Play *Q3A* on DC with a pad and, although it's fine, you'll be at a slight disadvantage to PC guys who've used the super fast and sensitive mouse and keys combo ever since the first *Quake*. And yeah, you read that right as well, you're going to be able to go online and fight PC gamers as well as fellow DC fans. In one shot, Sega have created the biggest gaming community on the planet, linking two opposing systems together over the phone line.

MULTI-PLAYER MAYHEM

As on PC, the DC's *Q3* sees you face off AI or human opponents, trying to achieve the target number of frags to win a level before they do. Weapons and ammo are not in short supply as the action hardly gives you time to breathe – pause once and you'll die as some nice guy slides a rocket up your butt. Kill 'em all and you get to do it in even more spectacular style later on. Shoeing AI players is all well and good. There is a four-player split screen multiplayer option, but for the ultimate challenge you have to get online.



Compare these graphics with the other screens. Then realise this is from upcoming PC *Q3* mission pack, *Quake 3: Team Arena*. Nice new chaingun - check out that ejecting brass

EVG RECKONS

Quake 3: Arena rocks. So Sega, we need 56K modems in the UK and we need them NOW!

END



Don't lose your head, they said. But that, my friend, has got to hurt (the guy approaching in background may have soiled shorts)

BETTER THAN THE UNREAL THING

PS2 WILL ARRIVE WITH A BANG

WORDS LES ELLIS SCREENSHOTS INFOGRAMES



overly complex development system, you can bet that they'll ramp this game up to make it truly stunning.

THE BIG QUESTION

But one crucial question remains – online deathmatching. While *Q3* on DC will have it, it's as yet unclear whether *UT* on PS2 will. CVG's been told some sort of online support will be built into *UT*, which is great if that means deathmatching. But even then, it may not be compatible with PC players. PS2's set to feature a modem and broadband connectivity, but neither will be available in the UK 'til some time after launch. Which'd mean *UT* competing with *Q3* on DC without one of deathmatching's strongest selling points – online.

UNREAL TOURNAMENT

OCTOBER 26 PLATFORM/PLAYSTATION 2

If you thought the *Unreal Tournament Vs Quake 3: Arena* battle was over and done with, you may want to leave the planet for the next couple of years because thanks to Sega's amazing DC *Q3* and now Infogrames' awesome *Unreal Tournament* on PS2, the argument is going to last a while. And with *UT* lined up to be a launch game for the PS2 in the UK, it could well go head-to-head with *Q3* on DC as Sega have yet to announce exactly when they'll unleash their own FPS masterpiece. Whatever happens, we'll be spoilt for choice. The PS2 *UT*, like its PC predecessor (and *Q3M*), is a series of Deathmatch style tournaments where the one guiding principle is: kill, kill, kill.

FUN AND PAIN

But that's just the basics. *Unreal Tournament's* level design is spot on and the fun factor is right up there with *Quake 3*. Remember the PC *UT's* nice little touches like trapping an opponent in a chamber and then dropping the air pressure so they explode? They're all in there on the PS2 version. The weapons are wild, with a couple of ways of using them to make combat a bit more strategic. *UT* came out before *Q3* on PC, and was so good that the mighty *Quake*-ster had a hard time reaching the top of the charts when it finally emerged from id's awesome game factory.

THE BIG FIGHT

With the innovative level design and cool weapons, many think *Unreal Tournament* has the edge over *Quake*, while some think that *Quake's* speed and out-and-out carnage gives it the edge. *UT* is still in its early stages and when developers Epic get their heads completely around the PS2's



Sniper rifle – well, if it works in America, then it's just gotta to work over here

CVG RECKONS

It's still early days for *Unreal Tournament*, but it's already looking great. As time goes on it can only get better.

END

POWER TO THE PEOPLE

CAPCOM'S NEW SCRAPPER IS MULTIPLAYER MAYHEM

WORDS AND SCREENSHOTS DEAN SCOTT

POWER STONE 2

OUT SEPTEMBER PLATFORM DC

A typical game of *Power Stone 2*, and the fat, pan-wielding chef has a problem. He needs to pick up one more gem to turn himself into a big polka-dotted dinosaur so he can smite the other three people onboard this flying wooden barge. Trouble is, Pinocchio lookalike Pete is about to grab that gem, and turn himself from a wooden puppet into a laser-spitting retro robot with valves for eyes and nuts for nipples. The cowboy and the poshly-dressed woman are waging their own private war in the corner. She's hopping about with her leg caught in a mantrap, as he takes aim with a giant rocket launcher. Last man standing claims the prize. Confused? You should be.

WHAT THE HELL IS GOING ON?

Last year many DC owners spent the first hour with a certain new game having the time of their lives, only too glad to admit they didn't know what the hell was going on. That game was *Power Stone*, and a bigger, better sequel is already wreaking merry havoc on screens all over Japan. The chief attraction is a nutty four-player mode, which has that *Bomberman* party-play magic. Be excited.

ARCADE GAME AND MORE

Like the original, the game is an arcade conversion by home combat maestros Capcom. And judging by the Japanese version, the Ying to the utter genius Yang of the four-player



When the sub dives underwater, swim for it



Climb inside the big guns to do big damage



simultaneous battle option, is that the single player mode is too short. Succeeding on five stages takes you to the boss encounter, providing you survive a side-scrolling section populated with Mokujin-style wooden puppets (he's the guy you leathered as a practice dummy in *Tekken 3* when you were practising combos). Maybe this is to be expected, and it's no less than awesome fun all the way, but the arcade game is only part of the appeal of *Power Stone 2*.

GENIUS ARENAS

Any of the arenas you visit in single player can be used as the backdrop for a four-player battle royal. Many of these stages are actually played out in three parts, which adds new facets to the gameplay as well as cracking you up. Example? Imagine you and your three mates shooting, stabbing, burning, and punching the hell out of each other in a temple while setting off traps that send spikes shooting up through the floor. Then the floor drops through, and you all land in a narrow passage with a giant boulder rolling at you. The fighting continues, but you're hitting and running, hoping to trap your mates under the boulder. Through tears of laughter you spot what looks like a skateboard, you hop on, speed away and leave the others with the rolling rock. It's possible you might drop the pad for laughing. At the end is a door – slowly closing from the top – into the final room.

CRAZIEST GAME EVER

Two-player *Power Stone* was fun, but this is insane. Crucially, there are now more gems lying around. Collecting three turns you into a Raging Super Being – meaning you can quickly kick some serious ass – but *Power Stone 2* throws enough gems around to let two-player be on the verge of that greatness at any one time. The original had only three gems, and this saw the gameplay fall into predictable patterns. *Power Stone 2* has no such problem, and one Raging Super Being against three other combatants still has problems not getting seriously kicked in.

SUFFER MY VOODOO WAND

The Tools To Do Damage are also much enhanced: you can chuck boxes, wield swords and fire rockets, but you can also



Four players battling it out is a recipe for fun. Pick up the gun, and then nuke somebody off the side. Bonus marks if they splatter on the wall



The CPU will happily make up the numbers if you fancy a solo battle royal. Not anything like as much fun as toasting three buddies, though

use a voodoo wand to turn a mate into a fat miserable panda, or climb into a gun turret and waste him with anti-aircraft shells. The possibilities are exceeded only by the fun. A touch of slow-down creeps in if all four players are busting out the big pyrotechnics, but it doesn't really spoil things.

MONEY MIGHT WELL TALK

Enemies drop money in the single-player game, and there appears to be some kind of shop hidden in the reams of Japanese menu text. We're guessing you use this to buy new characters like in Capcom's other big hitter this month, *Marvel vs Capcom 2*, but don't quote us on that.

EVG RECKONS

It's looking amazing. No game looks and feels more like a cartoon than this. Any shallowness in single-player is made up for tenfold in multiplayer.

END

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



IN RIPLEY'S KNICKERS

ONE TO PLAY IN A DARKENED ROOM WITH THE SOUND TURNED UP AND A SPARE PAIR OF PANTS AT THE READY

WORDS LEE SKITRELL SCREENSHOTS ARGONAUT

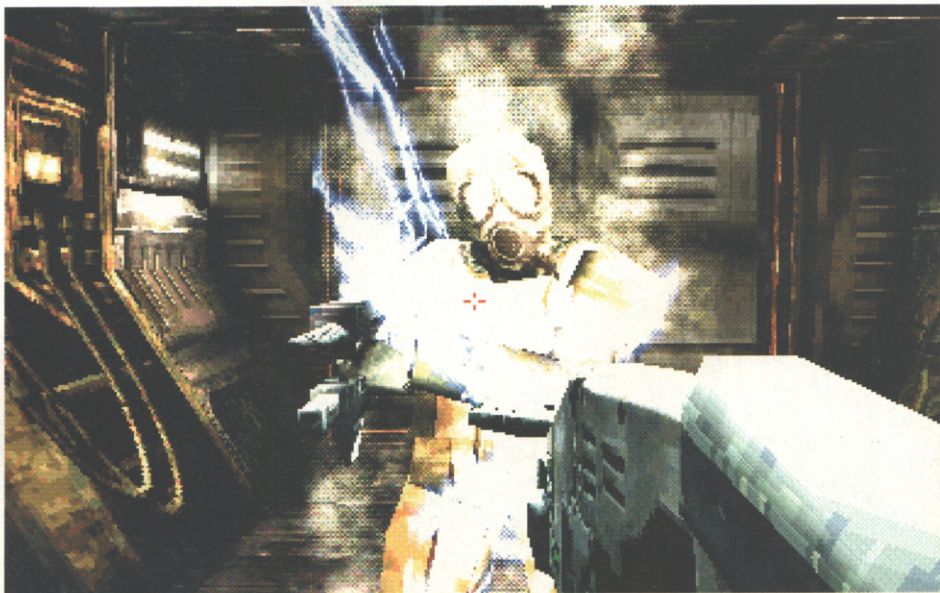
ALIEN RESURRECTION

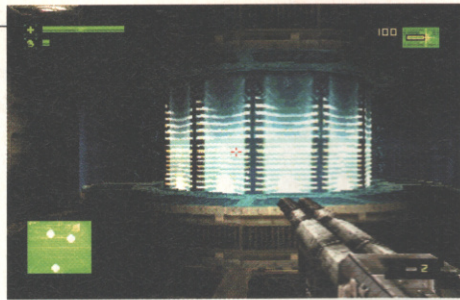
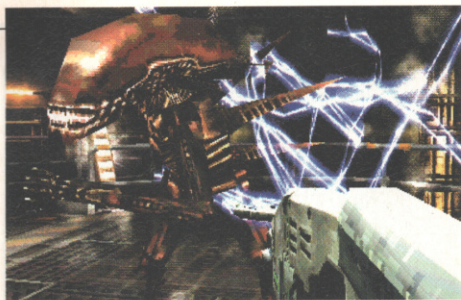
OUT SEPTEMBER PLATFORM PLAYSTATION

It takes a pretty big pair of balls to graft away at developing a game then, right at the last moment, decide that it's not up to scratch and start over. The makers of *Alien Resurrection* are obviously well represented in the testicular department. This first-person horror-shooter was originally created as a third-person adventure. The gameplay was a mixture of *Resident Evil*'s scares and *Tomb Raider*'s platform action – all set in the creepy confines of the ship from the fourth *Aliens* movie. The game was completed and the development team took a look at their baby – but they didn't like what they found.

FEAR INJECTION

The main problem with the game was in the one area they had wanted the game to excel: it wasn't scary. The developer, along with Fox Interactive, decided that rather than release an average game, they'd rework it and inject some fear by switching from third to first-person. It's worked, too. The game follows the plot of the movie, which means you get to play as all four main characters including a cloned and resurrected Ripley. Character switching is dictated by the story. Each character's stages offer fresh challenges and different missions to tackle, while each member of the team has different strengths and skills for you to use.





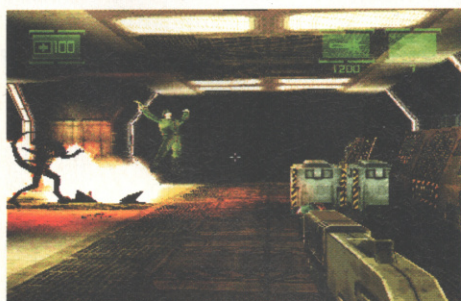
Face-hugging fun! Blast this 'orrible critter



The in-game effects are pure Aliens magic



Face-offs look cool but leave you vulnerable



THE HORROR!

The first level of the game acts as both a tutorial and an introduction to the *Resurrection* world. There's very little combat as Ripley escapes from her cell and tries to find her way out of the lab. Instead, you learn the controls and bear witness to some truly shocking events. The marines know you've escaped from your cell but they have a bigger problem: rampaging aliens. Slime-dribbling warrior aliens chase the marines around your surroundings, explosions block your progress, and aliens bound around the level as they try to work out if you're a threat. All of this goes towards creating a fine atmosphere of surprise, horror and fear. And all that's just on level one.

CLEVER, CLEVER

Technically, *Alien Resurrection* is a marvel. The action moves quickly with no noticeable slow-down in the graphics when multiple baddies are on-screen. Aliens have full 360° movement, which lets them scamper up walls and along ceilings, ready to pounce on your ass. Enemy AI is also frighteningly high, especially the face-huggers. These nasty buggers play dead and even swarm at you; the ones at the back of the mob will jostle to get to the front. If you don't take 'em out in time, you'll get face-hugged and impregnated. This isn't game over though – you have a short amount of time to find a cure to rid your body of the alien seed. Fail and you'll be lying dead in a puddle of your own entrails. Yum!

BVG RECKONS

The lack of a multiplayer mode is a shame, but Resurrection captures the Aliens atmosphere brilliantly and plays great.

END

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



TENCHU 2: BIRTH OF THE STEALTH ASSASSINS

OUTSUMMER PLATFORM/PLAYSTATION

So there you are, running over the roofs of buildings, searching a village to rescue a kidnapped girl, using all your powers of stealth and deception to hide away from the guards that are hunting for you. You've seen one and he hasn't clocked you yet. You drop down to the floor, creep up on him, pull out your sword and slide it gently along his throat. Then stand back and watch his blood fly. There's his mate, creep up and run him through. Happy now? Good, because this is just the beginning of a blood-letting ninja rampage.

BACK IN TIME

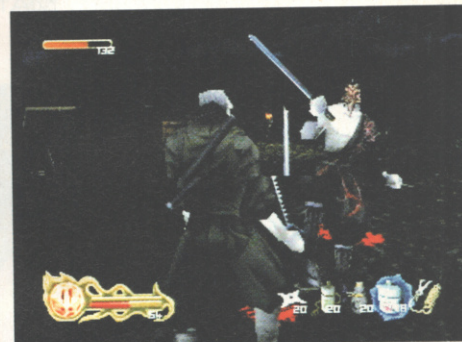
Tenchu 2 is the prequel to the original, with three characters to choose from to avenge a bloody coup. With each character you must approach the missions slightly differently, lengthening the gameplay somewhat and making you try new techniques to inflict pain and hideous injury on anyone who's up for it. The new weapons feel immediately comfortable for anyone who played the underrated original, and the fact you can now search the bodies of felled opponents goes down especially well. Each ninja has new moves to master – in fact, your new arsenal of offensive techniques is awesome. Just as well there are a couple of training levels to test everything out in.

BACK IN BLACK

MORE ACTION, MORE FIGHTS, MORE BLOOD

WORDS MUMRAH THE EVERLIVING SCREENSHOTS ACTIVISION





BLOODY AND BEAUTIFUL

With stealth attacks producing such gruesome scenes of slaughter, *Tenchu 2* isn't aiming for the *Pokémon* audience. You'll need all your *Metal Gear* stealth skills and *Tomb Raider* exploring talent to survive. Top addition to the mayhem is the mission editor that lets you design your own, save them to memory card and see how your mates get on with them. The preview version, although early, is showing real potential. The gameplay feels better than the original and the mission structure seems spot on. And hell, the guards bleed when you stick 'em – what more could you want? Virtual violence has never been so much fun.

EVG RECKONS

Rampant blood-letting and stealthy gameplay is a winning combination for us.

END

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



STARS IN THEIR EYES

TONIGHT, MATTHEW, I'M GOING TO BE THEME PARK IN SPACE

WORDS LES ELLIS SCREENSHOTS MUCKY FOOT



STARTOPIA

OUTWINTER 2000 PLATFORMPC

So we've mastered running a *Theme Park* without killing people on rollercoasters and we've made a better job of running the health service in *Theme Hospital*. So there's only one frontier left to run, Captain Kirk's final one: space.

WAR, HUH

A galactic war has left a bunch of space stations empty. So being the entrepreneur that you are, you move in and set them up to become starter homes for the hordes of aliens roaming the galaxy. But to make these stations more appealing than a run-down inner city estate, you have to fill them with luxurious sleeping accommodation, labs to research new toys and all manner of different rooms that will attract the right kind of aliens. To maintain the interest while you're battling to keep all the races happy (building a top 70s disco works for us, but there's dozens of combos to try), there are other builders doing the same, plus trying to mess you up. This means war.

MISSION CONTROL

To avoid the usual *Theme* scenario of the game getting boring after the first couple of levels because you have to do the same thing over and over, Mucky Foot have built in missions to each level like saving an ambassador by researching a cure for his illness before he lands. As well as building and stocking individual sections of your station, there's a chill out zone where you can design landscapes for all the alien races.

NOT TOO SERIOUS

Graphically, this is already light years ahead of the *Theme* games, and with the injection of humour on all levels this



In all its glory, the 70s disco. Now where did I put those Abba CDs?



should be a refreshing break from the plethora of *Sim* and *Theme* games that take themselves way too seriously. No console versions have been planned yet, as the developers want to get one version perfect without having to cut corners to meet console deadlines.

EVG RECKONS

Theme Park in space works for us. With the amount of humour in this, it should be irresistible.

END

"So we meet again
Mighty Gargantua."

IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



LAMBS UNTO THE SLAUGHTER

SACRIFICE YOUR SOCIAL LIFE TO *DIABLO 2*

WORDS & SCREENSHOTS **PKILLER**

DIABLO 2

OUT JULY PLATFORM PC

Computer games can destroy your life. But only the really special titles. In 1997, stylish all-action PC RPG *Diablo* was a breath of fresh air in the fetid dungeons of stat-crunching pointy hat-ville. It was a real-time hack 'n' slash fest that didn't take itself too seriously and was especially good for a quick mouse button-bashing frenzy. But if you persevered and took it online, it was also fiendishly addictive. Blizzard's free Battle.net servers gave you real people to adventure with (unless you had the poor PlayStation version). Some covered your back. Some stuck a knife in it. Some cheated (using an unofficial trainer). Players became ecstatic when they found a really rare item, despaired when they lost one, got angry at players who grabbed all the best plunder or were genuinely grateful to heroes who helped recover items lost in Hell. In short, players got very, very involved.

Now it's three years on. It's 3.30am. The *Diablo 2* beta disc sitting in my CDROM drive hasn't been out since the day it arrived at CVG's offices a fortnight ago. I haven't been out since either, and I'd bite anyone's head off if they tried to borrow it for just one hour. Think I'm going to lose my social life again. Be warned. So are you.

GIMME MORE

Diablo 2 offers more of everything – especially fun. The original character classes have been replaced with five





distinct new ones: barbarian, amazon, paladin, sorceress and necromancer. Each now has its own extensive skills tree – level up and you choose new or more powerful skills that evolve your playing style. The first time you equip a barbarian with two massive swords and use double attack skill to turn him into a whirling dervish of beastie-dicing steel is one of the most satisfying moments in an RPG for a very long time. Best of all, earning and mastering all such skills for every class will take ages, which means great long-term appeal.

MORE, MORE

Each of the four themed acts are bigger than the whole of the original game. You now battle your way overland to deep dungeons where many quests are based, though a clever new waypoint system makes this easier later. The staggering array of weapons, armour and items returns and a new system now lets you chip socketed weapons with gems to give them special powers, so you can customize your kit even further to suit your style of play.

DYING TO PLAY

Die in *Diablo 2* and your gear stays on your corpse till you can fight your way back to it – but if you can't, your corpse automatically reappears in the safety of your starting point. This should appeal to less hardcore players who don't want to see weeks or months of hard-earned kit get lost cos of one wrong move. But for players (and Player Killers) who like that edge, the new Hardcore character option means if you die just once you lose that character forever.

AND THE REST

There's too much new stuff to cover it all here: hiring NPC mercenaries, secrets, new secure trading screens, the ability to run and messaging so you can 'talk' to human players. Crucially though, that special all-action feel of the original remains. You can take time to agonise over which sword to use, but you're still only ever seconds away from a massive scrap. Where other RPGs ask you to kill rats for weeks before you can do anything really fun, *D2* is all about blood-spattering, beastie-bashing, satisfying action. From

the get-go, wandering too quickly into a level could leave you totally surrounded by dozens of skullies or undead. All you'll see of your hero through mounds of evil bodies is his weapon valiantly hacking an escape route.

WHAT ABOUT ONLINE?

There's a single player mode but it's no coincidence that Blizzard's given us online-only beta code – *D2* really shines in multiplayer. And it plays fine using a standard dial-up Net connection. Games on B.Net's 'secure' servers save details of completed quests and what characters have stored in their personal stash. It's still not clear whether the final release will let players build up a multiplayer character offline (saving phone bills) before going online. Whatever happens, Battle.Net play is an absolute must. Completing the first act online will be twice as cool online cos you win the title Sir or Dame, which means loads of respect. Time to start checking out those free Net phone bill offers.

THE DOWNSIDE?

The top-down visuals don't stun. However, even a modest accelerator card will give you some tasty lighting, weather and spell effects. Sure, it's based around the formula of fight, level up and find new items while questing and, like the original, it's great for a quick fix but light on plot. But completing *D2* once with each character (which will take ages anyway) isn't the end of it. By that stage you'll care about your characters – you'll have worked hard to kit 'em out with cool gear and make 'em tough but want them to be even tougher. If you've played online you'll have a reputation to live up (or down) to. You'll want more. You'll willingly sacrifice what's left of your social life. Like lambs unto the slaughter. It's now 4am. Just time for another quick sesh.

EVG RECKONS

D2 uses the same formula as the original and is more of the same. Much more. It promises to be a fun, but highly accessible game that should be a landmark in online gaming in the UK.

END



IN THE SHOPS SOON

WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY

TWO TASTY RPG'S. ONE

ICEWIND DALE / BALDUR'S GATE 2

OUT JULY / SEPTEMBER PLATFORM PC

Some things in life just don't make sense. Why would anyone do a brass band version of *Civic State* by 808 State? Games aren't excluded either: Why publish two real-time RPGs – using versions of *Baldur's Gate's* engine set in the same AD&D universe – just six weeks apart? Why, Interplay, why?

BALDUR'S FATE

It's an unfortunate slippage-related co-incidence. *Icwind Dale* and *Baldur's Gate 2* weren't meant to ship so close together. Fine, but at first glance they look like the same game, have similar interfaces and spells, items, weapons, character creation and development systems based on the original (and superb) *Baldur's Gate*. Both games boast all-new locations and scenery featuring the peachy detail that impressed us in *BG1* and *Planescape: Torment* (which also used Bioware's Infinity engine). So bridge reflections wobble realistically in the water and snow drifts slowly down the screen. But there the games part company.

ACTION FAN

Icwind Dale, developed by Black Isle, is a more action-oriented, pacier game. Unlike *BG1* and *2*, you create your adventuring party at the start. In fact, you barely get out of the starting town before you're battling loads of goblins.



Icwind Dale. You're quickly drawn into major and minor quests and the game soon lives up to the developer's claims that it's more of a 'dungeon crawl' than *BG1* – or *BG2* for that matter



Icwind Dale. Regular pausing during huge scraps like this is still essential



Icwind Dale. Beasties are realised on a monstrous scale. Try stomping this beetle

IF GAMING IS
YOUR WORLD,
IT'S BEST YOU
STAY AT HOME

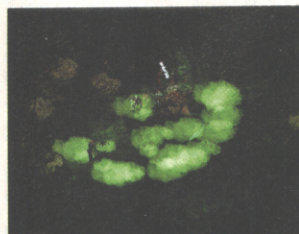
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GAMES DELIVERED TO YOUR DOOR

THE TOUGH CHOICE

INFINITY + 2 DOESN'T ADD UP
WORDS **PETER WALKER** SCREENSHOTS **INTERPLAY**



Baldur's Gate 2. Just look at the scenery and effects. Not all spells are in 3D though



Baldur's Gate 2. The all-new killer air biscuit spell panics the whole party

I'M IN LOVE

We've only seen Bioware's *BG2* being played by the developers, but they're pumping up the depth of the game and trying to create a stronger emotional connection *Final Fantasy*-style. Now you can even get romantically attached. With more of just about everything (over 300 spells and 230 monsters), as well as the ability to 'win' class-specific bases, *BG2* promises to be another awesome epic. So, while *ID* and *BG2* may seem pretty similar in some respects to the classic *BG1*, there's distinct gameplay differences. If you loved *BG1*, either of these look set to be for you. But only real RPG heads are likely to buy *ID* and then *BG2* six weeks later. If you've only got cash for one PC RPG this summer, which you go for looks set to be a matter of taste – more action versus more depth.

EVG RECKONS

Unusually, we're hoping BG2 will slip till Christmas so both games get the attention they deserve.

END



Baldur's Gate 2. Not the tooth fairies, but one of *BG2*'s many beautifully detailed and varied locations, including an underwater city and class-specific bases that generate sub-quests





VIRTUA TENNIS

OUTTBC FORMATDREAMCAST

A game so real you can almost taste the strawberries and cream in the crowd. Sega are trying to net the sporty crowd with their latest release – but will *Virtua Tennis* kick up a racket or will Sega drop their serve with this latest example of an arcade perfect conversion?

SMASHING

Tennis games come and go, but very few ever make you stop dead and get

that 'I have got to have a go at this' feeling running down your spine. *Virtua Tennis* does. As if the jaw dropping visuals aren't enough, it's just so easy to pick up and play. You don't have to worry about all the different kinds of shots and spins (they come naturally later) – within seconds you can have clever rallies and amazing matches with just about anyone.

GETTING THE UMP(IRE)

Shots don't have to be lined up to pixel perfection (as long as you're in roughly the right place at roughly the right time), so you can concentrate more on enjoying the action rather than trying to figure out how to get the ball where you want it to go. It may lack *Mario's* cuteness, but the gameplay is just as solid – it's set to be a DC smash.

SEGA GET THEIR BALLS OUT

SUPERB SERVE-UP FOR THE DC

WORDSLES ELLIS SCREENSHOTSSEGA



EVG RECKONS

Tennis just doesn't get better than this for any Sega system. A coin-op in your house, disguised as a Dreamcast game.

END

CONKER'S BAD FUR DAY

OUTBGC FORMATN64

It wasn't too long ago that putting adult themes into a Nintendo game was an absolute, definite, total-and-utter no-no. Now they've taken one of their cutest stars and put him into a game that would make South Park's Kenny blush.

URINE TROUBLE

Gameplay wise, it keeps that 3D arcade adventuring and platform action that we all know and love, but the devil himself has infected Rare as conversations you have in the game are full of sarcasm and, gasp, foul language (and we're not talking about someone saying "damn" here). And when was the last time you saw a bunch of flaming enemies on screen and had to syphon the python all over them?

KEEN TO BE MEAN

Rare have really gone to town on pushing the gameplay as much as the shock value of *Conker's Bad Fur Day*. As well as making you hurl with laughter, it will keep challenging you and pushing your gaming prowess to its limits. Just make sure your mother doesn't walk in as you're playing it or you'll have some major explaining to do.



Looks like Conker's got another money making scheme on his mind



NINTENDO GO X-RATED

RARE SET TO TAKE THE PISS (LITERALLY)

WORDSLES ELLIS SCREENSHOTSSEGA

FOURPLAY

Rare have also included four-player modes where you can deathmatch with up to 15 computer hard-asses or team up with your mates to take on the challenges. A game

is normally made controversial to cover up a fault (like sod-all gameplay) but Rare have done it because they felt like it. The underlying gameplay is typical of them – fun and as addictive as hell.

EVG RECKONS

Controversial, but still as damned playable as you would expect from a Rare classic.

END

GAME, SET AND MATCH, NATCH

MARIO MAKES A RACKET

WORDSLES ELLIS SCREENSHOTSNTENDO

MARIO TENNIS

OUTWINTER FORMATN64

Super Smash Tennis redefined the tennis game genre, sticking two fingers up at tedious sims featuring big names in favour of fun and gimmicks. All Nintendo had to do was take that formula, add their patented gameplay to the recipe and voila: a rollicking sports title to blow away the competition.

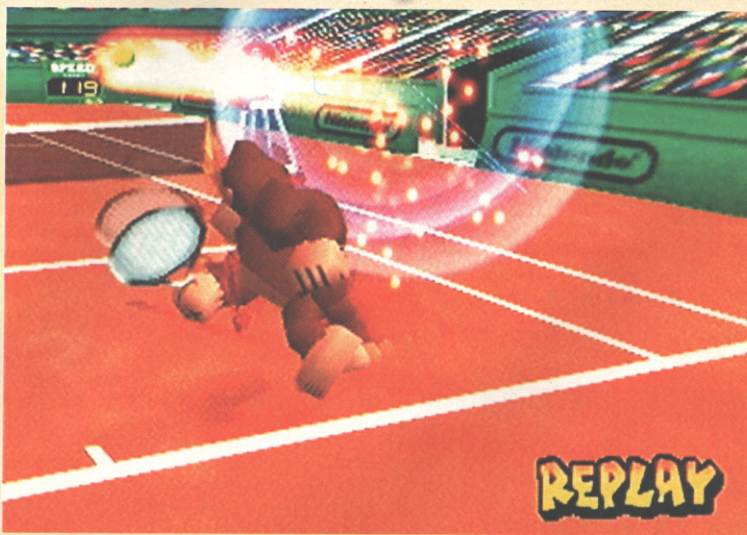
LOAD OF BALLS

Mario and the gang move from the golf course to the tennis court. Up to four of you can choose your hero and pit them against the best that Nintendo has to offer in single matches and

tournaments. Let's face it, Mario Vs Donkey Kong is a lot more interesting than Sampras Vs Agassi. It's being developed by the team behind *Mario Golf*, so you know that the combination of fun and gameplay should be awesome.

BETTER THAN THE REAL THING

While Nintendo can't get this out in time to cash in on Wimbledon, it will be worth the wait. The gameplay is fast and furious, and you can't but laugh as the characters dive around the court in response to your demands. It's the kind of game where you fall in love with its cuteness at first sight. The devilish gameplay just kicks in to make you totally addicted.



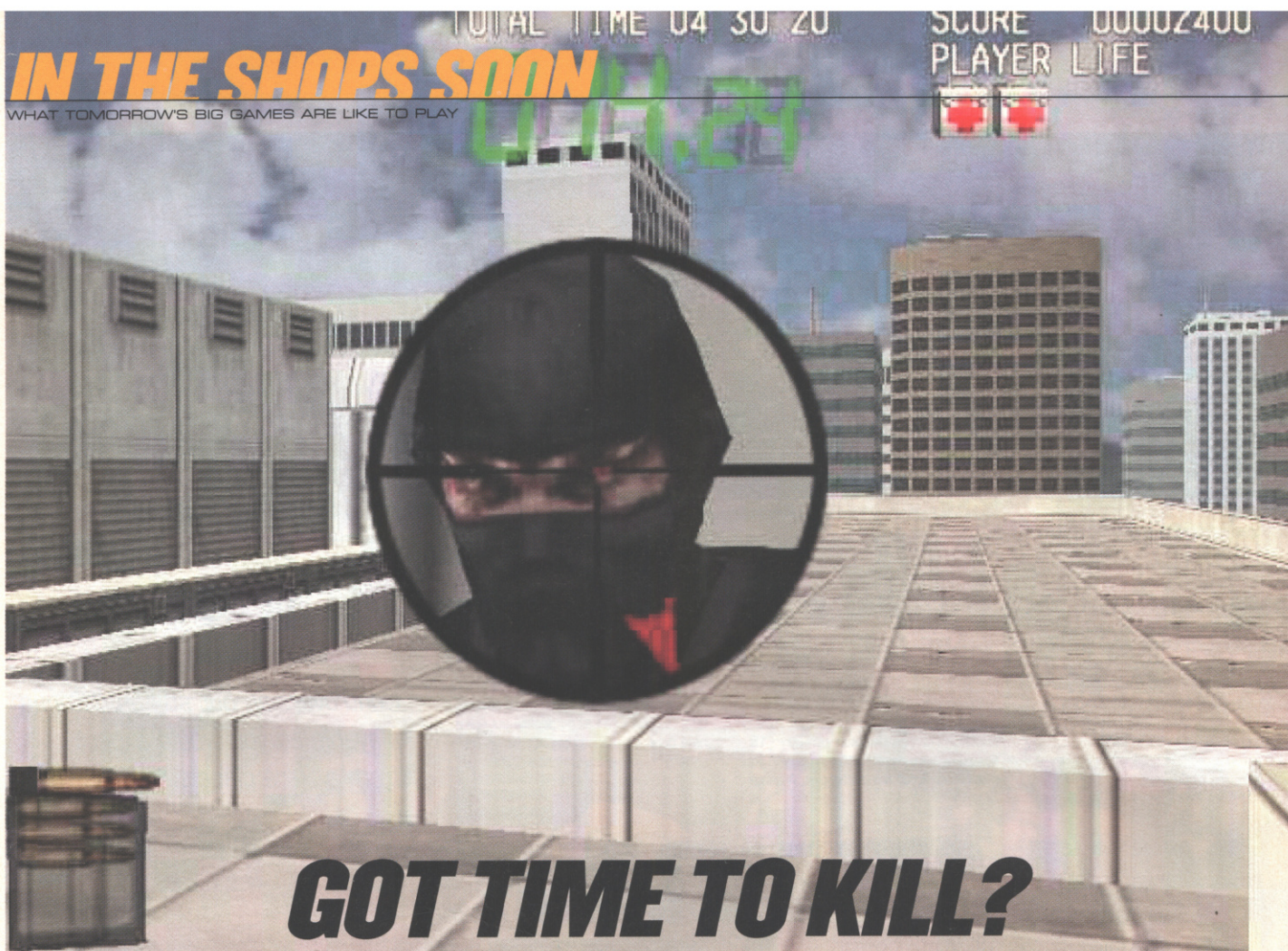
EVG RECKONS

You can't help but fall in love with it. One of the N64's finest sporting moments in the making.

END

IN THE SHOPS SOON

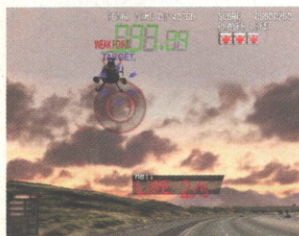
WHAT TOMORROW'S BIG GAMES ARE LIKE TO PLAY



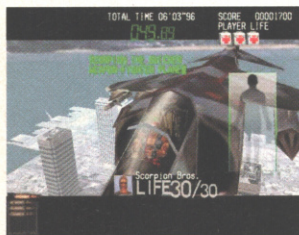
GOT TIME TO KILL?

KONAMI PUTS THE VILLAINS IN THE LINE OF FIRE

WORDS LES ELLIS SCREENSHOTS BY KONAMI



I spy with my little eye... a spy in the sky who's going to die



Haven't heard of too many snipers who can take down Harriers, so this is a first

SILENT SCOPE

OUTTBC FORMAT DREAMCAST

As Americans finally accept they have a gun problem and search their souls for a solution, Konami will be showing gamers how to become a top sniper as their smash coin-op hits the Dreamcast and PlayStation 2.

BULLET IN THE HEAD

Quick brief for anyone who hasn't thrown their life savings in the arcade machine. You climb to a rooftop and use a high-powered sniper rifle to spoil a criminal's day by inserting lead into their bodies at high speed. The coin-op got a lot of interest as it actually had a rifle bolted onto it where you used a proper sniper sight to zoom in on villains before you blew them away. The console versions don't have this, but even with a joystick this loses none of the arcade machine's appeal.

GUNPLAY

At E3, Konami were so worried about the controversy surrounding a gun game that they were only showing this behind closed doors. The gameplay is arcade perfect. You whizz a sight around screen, line up on a perp, zoom in until you see the whites of his eyes and then let him have it. Every stage of the coin-op is in here, making this the best gun game ever to be converted onto a console.

BANG! YOU'RE DEAD

The stylish look of the game makes the likes of *Lethal Enforcers* and *Virtua Cop* look so prehistoric that Steven Spielberg should be making movies about them. You need a keen eye and lightning fast trigger finger to become a villain's worst nightmare. Controversial it may be, but that doesn't stop this from being an awesome assassination sim. Appearing on both PS2 and DC, you should start saving for this right now.

EVG RECKONS

Great fun but is sure to cause a massive stink when (or should that be if) it gets past the games censors.

END



Someone you don't like having a quiet night in? Spoil their evening in style.



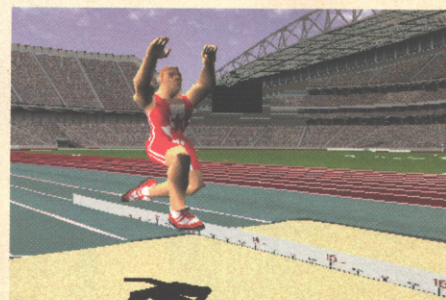
Now which particular bit of this young lady will you be targeting today?



The PC and Dreamcast versions look a lot crisper than the others – check out this athlete's tensed muscles



10m Diving is great fun once you've cracked it. Trying to better your last dive is extremely addictive



GO FOR GOLD DOWN UNDER

CARRY THE TORCH FOR ARCADE-STYLE ATHLETICS

WORDS LEE SKITTRELL SCREENSHOTS BY SEIDOS

SYDNEY 2000

OUT AUGUST FORMATALL

The official videogame of the Olympic Summer Games is on the starting blocks and ready to rock. *Sydney 2000* is visually fantastic, with motion captured Olympic athletes and authentically modelled facilities. There's also a great balance of *Track & Field*-style button-mashing and more cerebral events.

TRAIN TO WIN

As well as a cracking multiplayer, *Sydney 2000* features an all-out Olympic mode that sees you selecting a team of 12 athletes – one for each event – and progressing through local, regional and national events, leading up to the Summer Games itself.

EVENT HORIZON

We've taken a peek at the first six events in *Sydney 2000* and came away with blistered thumbs and wrecked pads – the sign of a great athletics game. The 100m Sprint, Javelin and Triple Jump are ace events with pure arcade action, but it's the events requiring a bit more brain power that show most potential. Skeet Shooting and 10m Platform Diving are tricky challenges of timing, while Super Heavyweight Weight Lifting is a clever mix of button-bashing, timing and pure strength.

ARMCHAIR ATHLETE

You may be no Olympic athlete – and you probably can't afford the air fare to the real thing – but get hold of *Sydney 2000* and by the time you put it down, you'll know you've been in a marathon.

EVG RECKONS

With a fine selection of events and lots of replay value, *Sydney 2000* could be first across the line.

END

CUT TERRORISM DOWN TO SIZE

Tom Clancy's RAINBOW SIX



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WIN THIS LOT NOW!

THE BEST COMPETITIONS ARE ALWAYS IN CVG

1 TO WIN HOTROD ARCADE PC STICK ARCADE PC £159.99

If MAME floats your boat then you need a true arcade stick like this. 26 buttons of joy and a level of craftsmanship unheard of in peripherals make this not just a joystick, but a coffee table conversation piece. Bloomin' brilliant. Win one here.

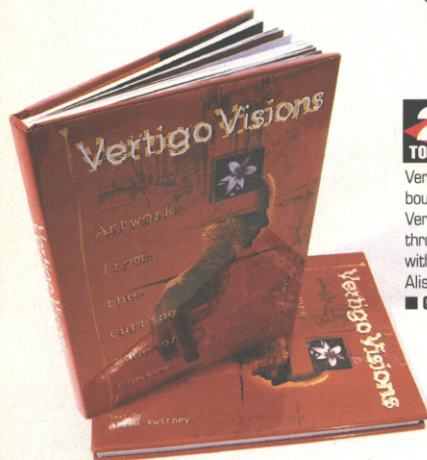
■ Question 1: What does MAME stand for?



2 TO WIN VERTIGO VISIONS TITAN BOOKS £24.99

Vertigo comics have always pushed the boundaries of graphic novel artwork. Vertigo Visions takes you on a journey through eight years of stunning imagery, with commentary by former Vertigo editor Alisa Kwitney. Great stuff.

■ Question 2: Vertigo is the fear of what?



50 TO WIN NESTLÉ BEACH RADIOS NESTLÉ £7.99 with tokens

Get tuned in while staying cool with the five intensely fruity flavours of Rowntree's Fruit Pastil-Lollies from Nestlé Ice Cream. We've got 50 fabulous Fruit Pastil-Lolly shaped radios to give away, which are also available by collecting the tokens on special packs. Summer perfection.

■ Question 3: How many full-on fruity flavours are in a Fruit Pastil-Lolly?



2 TO WIN KB2 WILD THINGS £14.99

The KB2 PlayStation pad is a fine and dandy controller that'll do you proud. Scored a grand 4/5 in last month's Lab Test so its quality is assured.

■ Question 4: Complete the lyric: 'Wild thing, you make my ...'



3 TO WIN SET OF FIVE SIMPSONS COMICS FROM: TITAN BOOKS £7.99

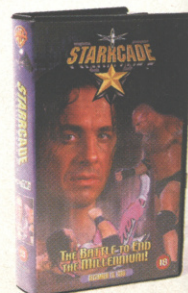
These lovely books feature collections of the finest Simpsons comics adventures. All your favourite characters in new adventures and situations you won't find them in on TV. Plenty o' laughs to be had and they're collectible too.

■ Question 5: What is Bart Simpson's middle name?

10 TO WIN STARRCADE RATED 18 WARNER HOME VIDEO £14.99

Your chance to see the Pay Per View only event held in December 1999 yet to be shown anywhere else in the UK. Brutal wrestling action that sent the old Millennium out in style. Great grappling – but you have to be 18 or older to win.

■ Question 6: What was WCW star Kevin Nash's character name when he was in WWF?



This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. You get loads of chances to win – just fill out the coupon with your answer to each question and we'll make a different draw for each prize.

WINNERS UPDATE – ISSUE 221

■ WWF COMPO

James Bowditch, Bromley; Martin Clarke, Grays; William Beck, Chelmsford; Richie Day, Warley; Symon Walsh, Azingdon; Manpreet Singh, Huddersfield; James McCoy, Bristol; Nicholas Popham, Stirlingbourne; S. Ballant, Milton Keynes; Dean Powell, Basildon; Nathan Lawson, Trowbridge; Damien Reynolds, Bognor Regis; David Penny, Dinas Powys; James Coulson, Dagenham; John Anderson, Exeter; Chris Pinkett, Nottingham; Lee Bellwood, Huddersfield; Christopher Rose, Bristol; Daniel Edgar, Middlesex; Neil Williams, Merseyside; Graeme Cheshire, Woodbridge; Kyle Sandes, Wirral; Luke Roberts, Manchester; Nick Cobley, Hull; M. Austin, Lancashire

■ SOUL REAPER

Manpreet Singh, Huddersfield; Nathan Rendall, Deptford; Matthew Sanders, Cornwall; Carol Doherty, Harrogate; James Grace, Preston; Samantha Clements, Salisbury; Elsie Lee, Belfast; Adam Parker, Kidderminster; Tejay Winter, London; Julie Brown, Cardiff

■ THE SIMS

Adrian Jackson, Staffordshire; Matt Cox, Manchester; Craig Bailey, Bristol; Harry Hooking, Cornwall; Stephen Mangold, West Sussex

■ UEFA COMPO

David James, Surrey; Sarahjit Saini, Oxford; Andrew Burton, Worthing; David Picton, Herts; Daniel Ingram, Aberdeen

■ POKEMON CARDS

Luke Cooke, Worcester; Howard, Houghton, Luton; Nicholas Edwards, Dorset; Aidan Lee Woods, Norfolk; Frank Tims, Brackley; Navjot Sidhu, Leeds; Scott Quick, Leeds; Michael Dutton, Essex; Ben Whitnall, Kent; Luke Murray, Pembroke

■ RAYMAN 2

James Lovett, Chichester; Ben Reed, Enfield; Edward Johns, Wirral; Mark Daniels, Hampshire; Ray Hodgson, Dorset

■ NOK COMPO

Lisa Warrack, Co. Down; Rob Jones, Weston-s-Mare; Rahman Karabiyik, London; Karen Hopkinson, Halifax; Kevin Dickinson, York

■ ECW COMPO

WGA: A. Hartley, West Midlands; G. Nash, Dursley; Kelly Rickson, Huddersfield; Marvin Spencer, London; J. Malone, Leeds; Richard Marsden, Stoke-on-Trent; Jamie Raunhill, Derby; Elliot Russell, London; Kevin Drewry, Hull; John McCarthy, Cork
PLAYSTATION: Mark O'Connell, Limerick; Grant Islip, Eastbourne; David Barber, Preston; Daniel Davies, Hampshire; Abdul Mumin, West Midlands; Paul Callahan, London; Simon Johnson, Newcastle upon Tyne; Kevin Simpson, Rotherham; Martin Regan, Paignton; Tom Carroll, Notts

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 224, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. First correct answers out of the hat for each prize win. Entries close July 12.

1	
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1 TO WIN LABTEC £79.99

Two flat panel speakers and a meaty sub-woofer will add style and sultry sounds to your PC and consoles. This kit has a nice stereo balance and the adjustable bass rumbling will make sure you keep the neighbours up as you play. You need this.

■ Question 7: The Edge is a member of which rock band?

1 TO WIN SQUARE £250

Specially imported from Japan comes this figure of Gustav XIII from *Saga Frontier 2*. This limited edition figure is made from finest coldcast porcelain and is hand-crafted to perfection. You can win number 0331.

■ Question 8: Gustav is one hero of *Saga Frontier 2*. Name the other lead character.



1 TO WIN LABTEC £99.99

A lovely long design allows for four mics to intelligently track your voice as you move about in front of your PC. Fabulous for videoconferencing with mates and speech recognition programmes but even better for barking insults to your online gaming buddies. "Have some of thaaaat!"

■ Question 10: Karaoke favourite "I Will Survive" was sung by which '70s diva?

10 2 BIKES ARENAS BXS ROAD CHAMPS FINGER BIKES

KIDZ BIZ £7.99, £12.99 with arena

Now you can experience all the fun of BMXing without the cuts, scrapes and shame of falling off. These die-cast finger bikes have fully interchangeable parts and each one comes with a trick stick which lets you pull off awesome stunts. We love 'em.

■ Question 9: What do the letters BMX stand for?





Sega's been promising internet gaming on DC since October. By the time you read this, it should finally have arrived in the form of *Chu-Chu Rocket*. CVG got early access to *Chu-Chu* online and swore in a jury of DC owners to pass judgement.

WORDS: DEAN SCOTT GC PICS: KENNY P

SEGA ONLINE: THE VERDICT

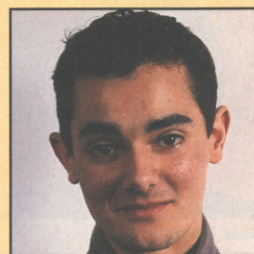


THE GAME

Chu-Chu Rocket is a puzzle game where you guide swarms of panicking mice into your coloured rocket. You do this by dropping directional tiles on the playing surface telling them where to run. Trouble is, three other players are competing for the same mice. There's also a load of big orange cats running around that eat the mice. They'll also eat a third of the mice in your rocket if you let them. Best thing to do is send the cats over to your mate's rocket – hilarious fun. CVG reckons it's up there with the finest puzzle games ever: the pace is frantic, the idea is amazingly bizarre and the level of interaction between the four players is up there with the mighty Bomberman. Four-player *Chu-Chu* can be 'party played' huddled around one DC with mates (and is a massive favourite in the CVG office) but you can also take on three total strangers online. So we gathered our posse to check out how online *Chu-Chu* worked and which was more popular – off or online multiplayer.



THE JURY



Name: Peter Cook

Age: 17

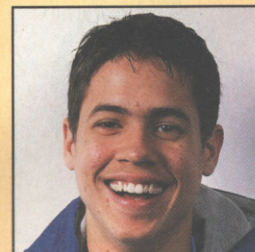
Putney's finest returns after his Blind Test appearance in Issue 218. To be honest, we're not actually sure if he left. We reckon he hid under the beanbag in the games room, sucking sweat off joypads at night to keep himself alive. The only regular online gamer in the group.



Name: Fergus Dunne

Age: 15

The Dunne brothers brought some vicious sibling rivalry to the happy cartoon world of *Chu-Chu*. Barely said a word all day, but laughed like Satan each time he directed cats to eat his brother's mice during the game. They both fled the scene pretty sharpish after the test was over.



Name: Shaun Dunne

Age: 17

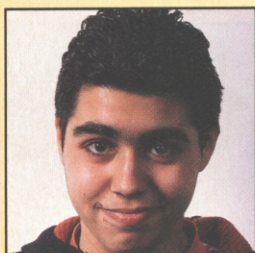
Tagged along with Fergus because he had nothing else to do, but we soon lured him into the action. Didn't seem particularly pleased to have his photo taken, and the rest of the group tried to make him look a twat when he did by cracking jokes.



Name: Richard Wait

Age: 20

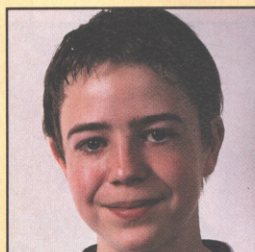
Systems analyst Rich is fighting a one-man battle against the suits he works with in Dorset to get *Quake 3* up on the office network. They're not having any of it. A DC version of *Streets of Rage* tops his wish list. Later received bad directions from Dean on how to get to Oxford Street. Probably still lost now.



Name: John Pinzon

Age: 15

Along with Peter, had to be surgically removed from the PlayStation 2 at the end of the day, after making our games room his own. The ultra-cool Londoner hankers after *Phantasy Star Online* for DC, and was desperate to be one of the first in the UK to play DC online.



Name: Chris Bestow

Age: 14

Possessor of the coolest parents ever. Not only did they let him miss school, they even drove him to our offices from Northampton and waited all day in reception for us to finish. Blagged our inflatable Afro Thunder as compensation after an early finish denied him a decent PS2 session.

PARTY PLAY

Shortly after we furnished the jury with pads, squeals of joy, anger and general fun were heard from the games room. The disc span, and the fun began:

"This the perfect party game," raved Richard, "It's easy to pick up and totally addictive."
"It's a wicked feeling getting one up on your mates," gurgled Peter, during the one round when he didn't totally get his ass kicked. "Whoever thought of this must have been on drugs," was one take. "I'm definitely going to buy this," said Chris. "It's another Dreamcast classic, up there with *Crazy Taxi* and *Soul Calibur*."
Fergus was converted, "I don't play puzzle games, but I'd play this."
"*Chu-Chu Rocket* proves that graphics aren't everything."

JURY VERDICT:

PARTY PLAY CHU-CHU IS AWESOME



THE FUTURE

Quake 3, *Half-Life*, *Black and White* and *Phantasy Star*. All online, all on the way

Richard Wait: "Sega need to make sure *Quake 3* is a killer. If this is all they can manage, they might as well forget about online gaming."

Peter Cook: "Online gaming is the only way Sega can win the console war. This is not a good start, but better stuff will follow."

Chris Bestow: "I can't imagine *Quake 3* working well on Dreamcast over the Net. I'm happy enough with the offline games."

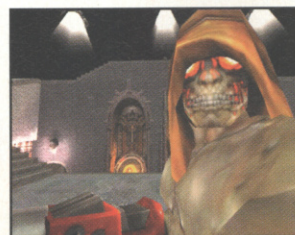
Fergus Dunne: "I can't even see a card game like Solitaire working over the DC's modem."

Shaun Dunne: "The online situation is looking bleak, but I got my DC to play arcade games so I don't care."

John Pinzon: "*Phantasy Star* is going to rock. RPGs are pretty slow paced anyway, so the slow modem won't matter."



Half-Life: finest single-player PC ever made



Quake 3: was online at E3 and looked class

ONLINE PLAY

"Why is there a one-second pause between me pressing the button and the tile going down?" panicked *Chu-Chu* demon Fergus.

"You need to be able to react in a split second to win at this game" said Peter "and that lag makes it impossible."

"I like to be able to see the faces of the people I'm stitching up," moaned John. "It feels cool to be online, but playing around the one DC with your mates is much better fun."

"Games like *Quake* work well playing alone in a room online because it builds atmosphere but *Chu-Chu*'s kick comes from having a laugh with your mates," said Richard.

Chris was worried, "This isn't what I expected from DC online. They need to get faster modems to make the game run quicker."

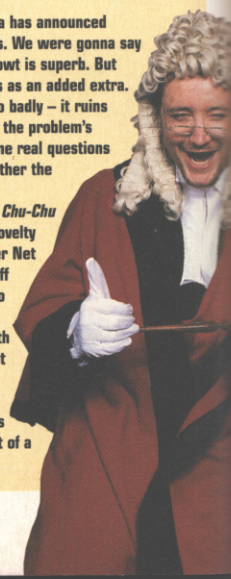
JURY VERDICT:

ONLINE CHU-CHU IS PANTS

CVG's VERDICT

Since we conducted our test, Sega has announced *Chu-Chu* will be free to DC owners. We were gonna say it's a must-buy, so getting it for nowt is superb. But you should view the online options as an added extra. It's worrying the Net game lags so badly – it ruins the frantic *Chu-Chu* experience. If the problem's hardware related, this'd raise some real questions about DC's modem speed and whether the likes of *Quake 3* will be playable.

BEST ADVICE Our advice is to try *Chu-Chu* online for yourself, even for the novelty value of being the first ever proper Net console game. But you're better off phoning mates and getting them to bring their pads round. Sega have taken that important first step with *Chu-Chu*, and the next wave of Net DC games may yet be awesome. But for now, Dreamcast's 'glorious' age of online gaming has blasted off with all the excitement of a wet firework. Damn, damn, damn.





EXTREME HEAT?

SLUSH PUPPIE

www.slushpuppie.co.uk

They say:
Videogames are
fantasy and teach
you nothing about
reality

"[Fictitious videogame
events] are perceived as
the real-world norm...
rational thought development
thus suffers."

Robert Sylwester, Professor of
Education, University of Oregon

**We say: They do
teach you about
the world**

Let's say you're stranded on the
streets of New York City during
your first visit. You've got no
food, nowhere to stay, and no
money. Best case scenario:
you're going to die. But not if
you're a games player. Oh no.
You'll have seen these mean
streets before in a game. You'll
know that every inconspicuous
dustbin you kick over has got a
roast chicken inside. Need cash?
No problem! Every person you
pop in the head will drop a
handful of gold coins, meaning
you'll be relaxing in the spa of
your Hilton suite in no time.

WORDS: DEAN SCOTT ILLUSTRATIONS: MICHAEL BOWDEN AND ENIGMA

GAMES ARE GOOD FOR YOU

All we ever hear is how games pollute young minds. They never seem to mention the positive effects...

If you believed everything you
read in the papers,
videogames should probably
have killed you by now. The
thing they don't mention is the
good that games do. The
positive effects. The real reasons

why we'll happily risk permanent
curvature of the spine by
sitting hunched over a small
TV with a joystick for twelve
hours straight. But we at CVG
believe games are good for you.
Honest...

"For sorting Smarties into coloured piles, you The Man"

They say: Videogames are a bad use of your money

Department of Trade and Industry found that games gear is significantly more expensive in the UK than in the US and mainland Europe

We say: Videogames can save you money

Have you seen how much driving lessons cost? Fifteen quid an hour if you're lucky. Why bother when games like *Gran Turismo 2* and *Colin McRae Rally* are so realistic; they can actually teach you how to drive a car. *GT2* will even teach you to drive the specific model, and give you proper licence tests. Imagine how surprised your examiner will be as you display a mastery of the vehicle that usually only comes with years of experience. And you can charitably give the money you save to homeless people and other deserving causes.

They say: Playing violent games makes you a violent person

"Exposure to violent videogames increases aggressive behaviour in the short and the long-term."

Craig A. Anderson, Department of Psychology, University of Missouri-Columbia

We say: Games make you a well-balanced person

Doesn't it make you cross when somebody leaves the milk out on the side after making a cup of tea? You want ice cold milk for your Frosties, but it's at room temperature! It's unholy. Right about now you're so angry you'll probably utilise your network of underground contacts to purchase an untraceable handgun, ammo and trenchcoat and head down to the nearest school and start shooting people. Or you would if games like *Quake 3* hadn't safely discharged your rage into a safe, on-screen world. Instead, you wink knowingly at mother and sigh, "Gosh! You are a silly moo leaving that milk out, but I still love you!"

They say: People that play games a lot do badly in school

"Academic achievement is (negatively) related to overall

amount of time spent playing videogames."

Craig A. Anderson, Department of Psychology, University of Missouri-Columbia

We say: They make you more intelligent

Certain misguided fools think that spending all day in the library is the best way to keep your mind in tip-top shape. Have these people never heard of puzzle games? Sure, they might be able to recite lines of Shakespeare and understand trigonometry, but how does that help in real-life? Exactly. You, on the other hand, can sort a series of angular blocks so they fit together in solid lines – useful should you ever need to build a wall. And if you tip out a tube of Smarties onto the table and need to sort out the colours into piles, you are also The Man.

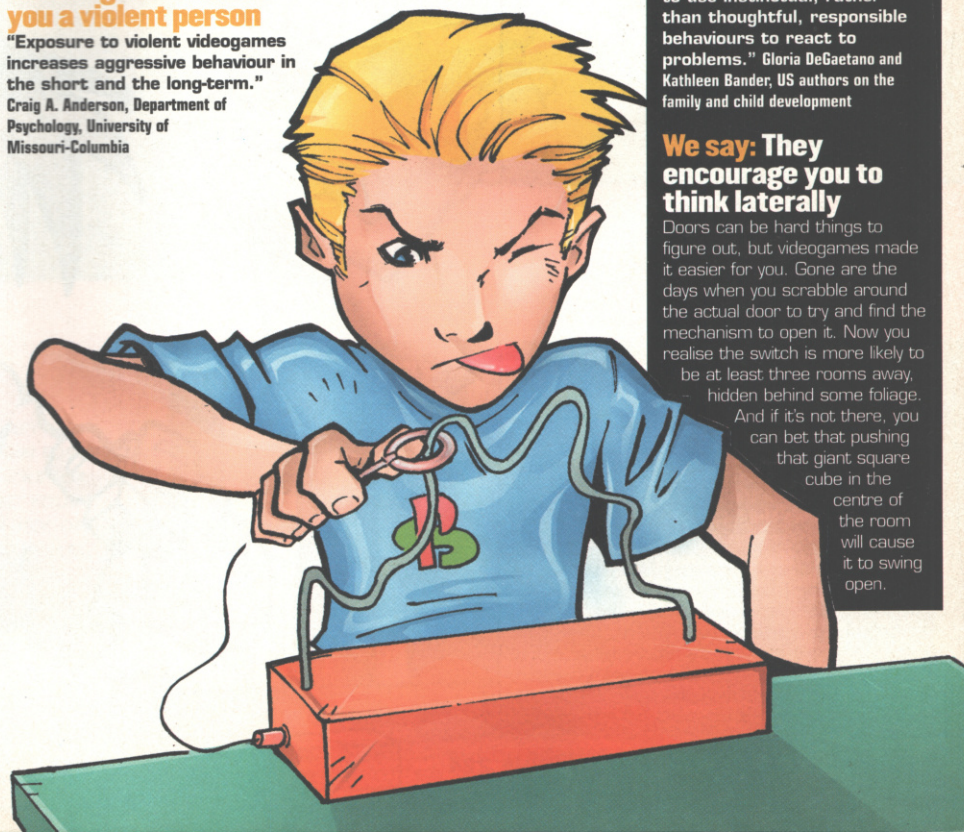
They say: Videogames are mindless

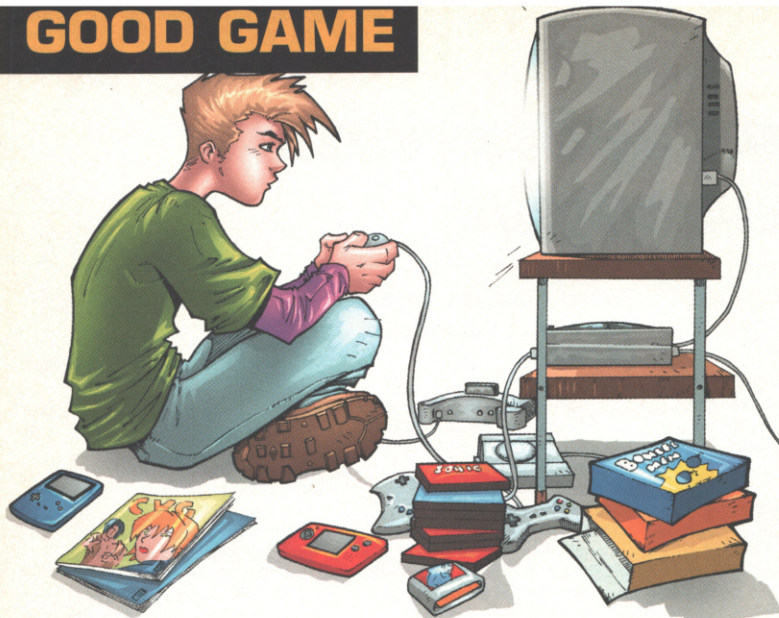
"Videogames encourage you to use instinctual, rather than thoughtful, responsible behaviours to react to problems." Gloria DeGaetano and Kathleen Bander, US authors on the family and child development

We say: They encourage you to think laterally

Doors can be hard things to figure out, but videogames made it easier for you. Gone are the days when you scabble around the actual door to try and find the mechanism to open it. Now you realise the switch is more likely to be at least three rooms away, hidden behind some foliage.

And if it's not there, you can bet that pushing that giant square cube in the centre of the room will cause it to swing open.





They say: Games players have no social skills or friends

"For every Eric Harris, Dylan Klebold, or Michael Carneal there are millions of other [gamer] kids who aren't murdering their classmates. But they're putting each other down, pushing, shoving, and hitting with increasing frequency all the time."

David Walsh, Ph.D. President, National Institute on Media and the Family

We say: They enhance your social skills

Why do people think that just because you hardly leave your bedroom to talk to people that you've got no social skills? You've read every line of text that *Final Fantasy* and *Metal Gear Solid* throws up. You do yourself no favours trying to make up things to say to people; you're better off studying these shining examples of conversational English. When somebody opens a locked door you philosophically muse, "You truly are the master of unlocking," and your chat up line of, "Surely I am able to explore your deepest regions yet". Never fails.

They say: Videogames have had physical effects

"Research suggests playing video games may affect some children's physical functioning. Effects range from triggering epileptic seizures to causing heart rate and blood pressure changes." Bernard Cesarone, KidZone parents group

We say: They improve your hand/eye co-ordination

Remember your life before games? Miserable, wasn't it? How you must have despaired trying to pick up the salt shaker, only to keep missing it because your co-ordination was all out. Catching a ball seemed an impossible dream. Then somebody thrust a joystick into your hand and pointed you at a TV, and the rest is history. Having finished *Tomb Raider* you can now grab medium-sized objects at the first attempt around 80% of the time. It's beautiful really.

"Who'll save us when aliens attack? Not flower arrangers"

They say: Playing games is a waste of your life

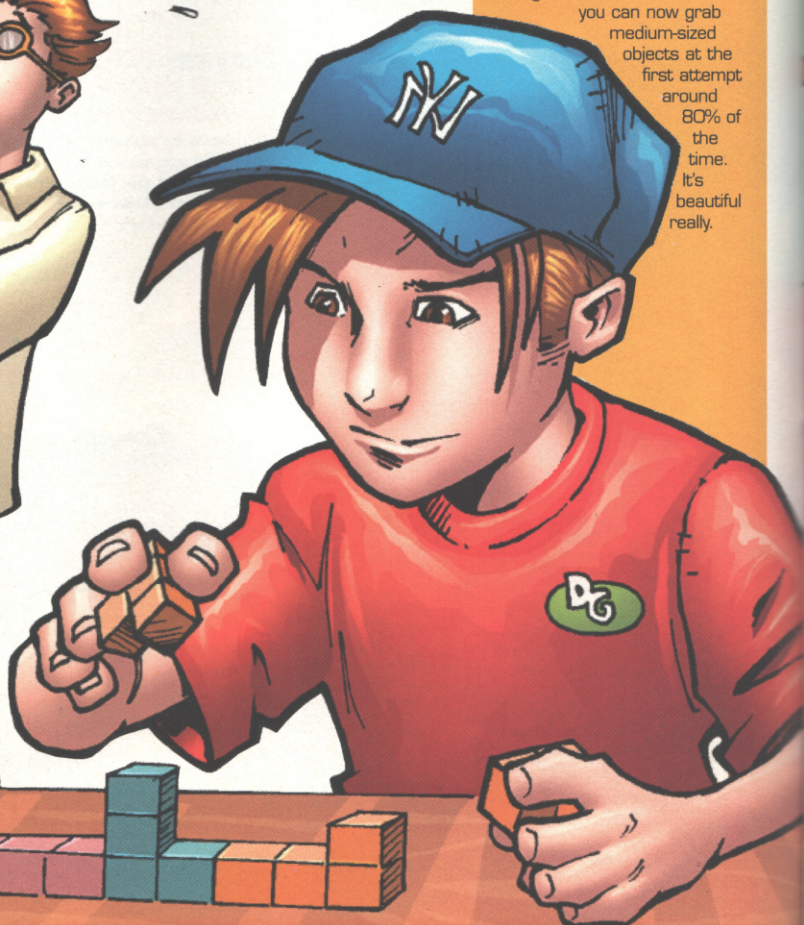
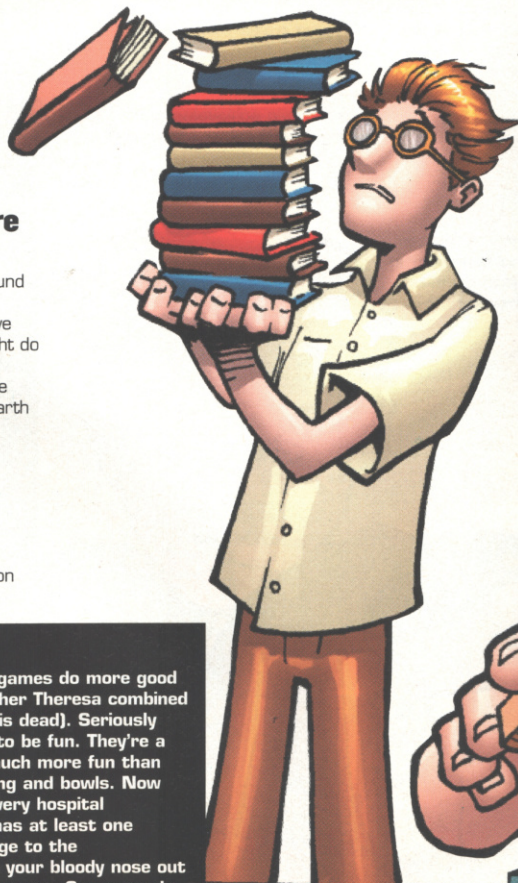
"Why don't you stop that and do something useful." Every mum and dad in the country

We say: They prepare you for the future

When the aliens finally get around to invading the Earth - as they surely will - who is going to save us? Flower arrangers: you might do a fine bouquet, but how is that going to help when Narbhor the Deathmaker beams down to earth with his flesh-ripping minions? We'll need young soldiers with nerves of steel and some experience to boot. And the only controls on the world's secret 'Erad-o-bad' anti-alien guns will be small buttons with triangles, circles and squares on them. Go gamers!

CVG RECKONS

So there you have it, videogames do more good than Cliff Richard and Mother Theresa combined (chiefly because the latter is dead). Seriously though, games are meant to be fun. They're a lot safer than skiing and much more fun than granny pastimes like knitting and bowls. Now consider this: practically every hospital children's ward in the UK has at least one games console. Our message to the scaremongers is this: keep your bloody nose out of stuff that doesn't concern you. Some people can't bare to see others having a good time...



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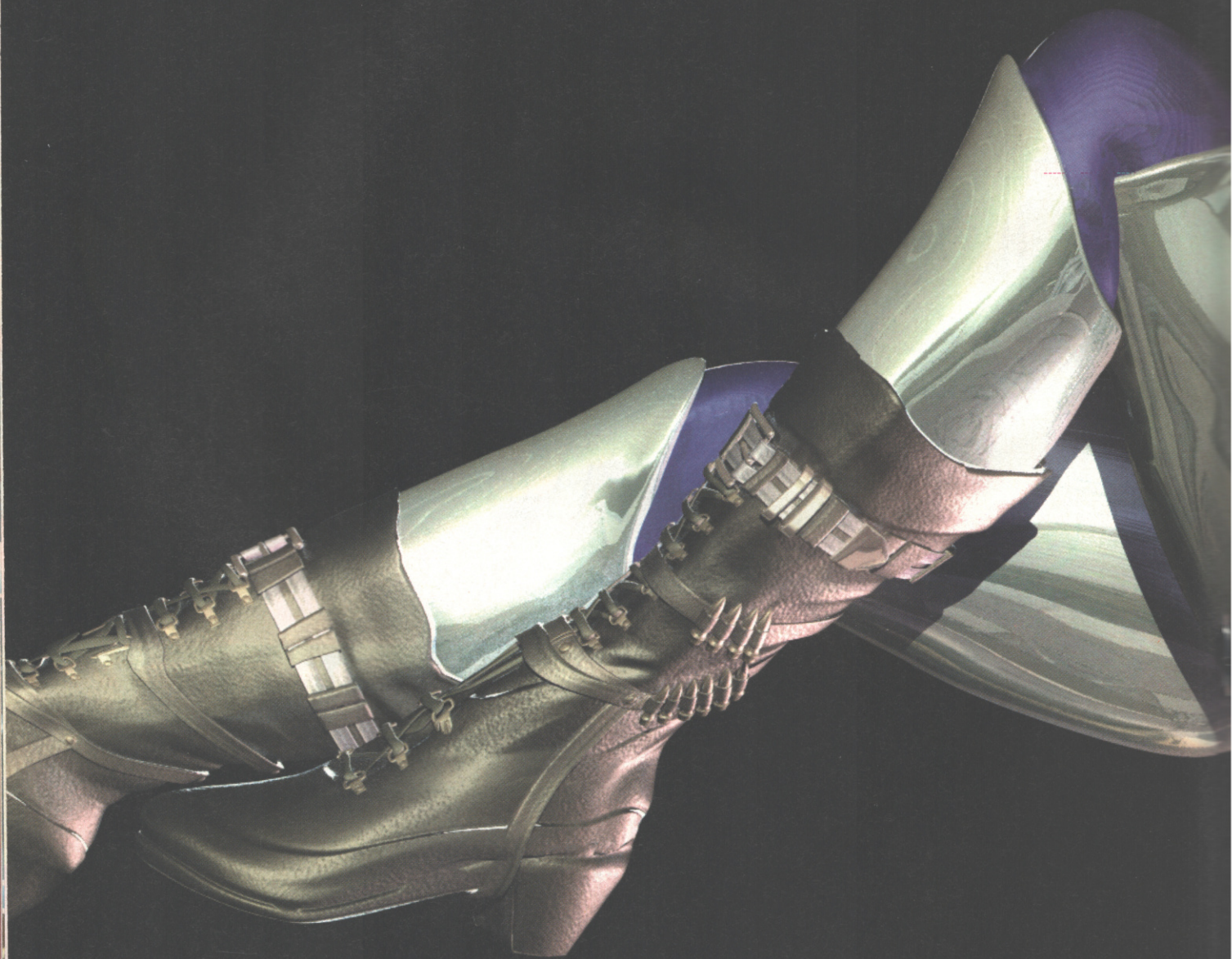
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CAV

PULL-OUT POSTER

computer and video
Games

PERFECT DARK: Joanna's
here to save the world
from aliens and I. Croft's
game babe monopoly





NAME THAT

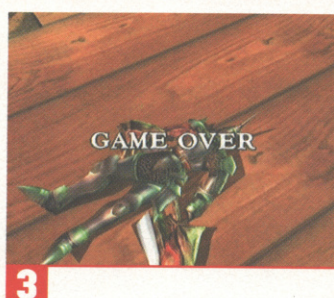
GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER



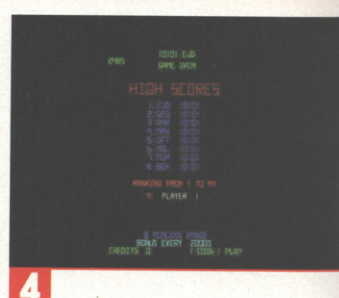
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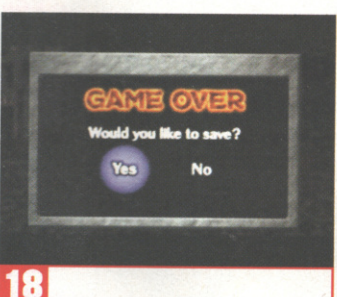
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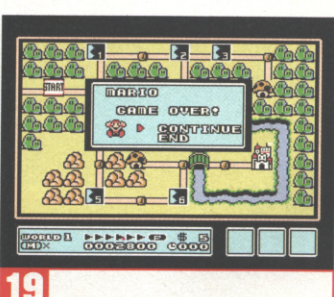
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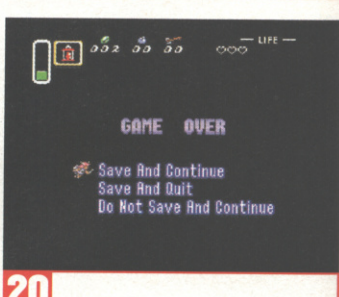
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20

PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN



13 Crazy Taxi



14 DK Country



7 Driver



1 GoldenEye



23 Jet Set Willy



5 Super Mario 64



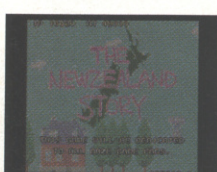
19 Super Mario Bros 3



15 Super Marioworld



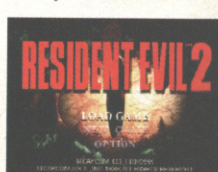
17 Metal Gear Solid



8 New Zealand Story



16 Ready 2 Rumble



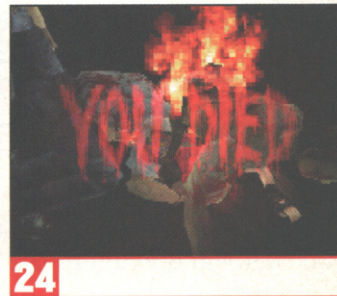
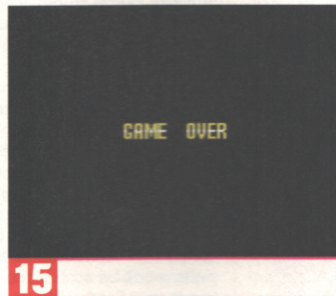
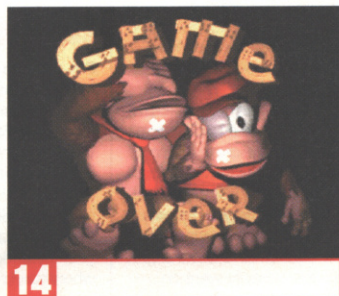
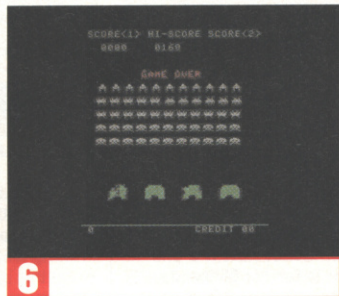
24 Resident Evil 2

game over screens do you remember?

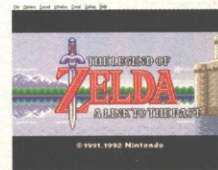
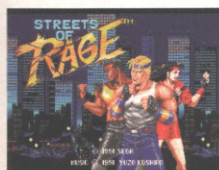
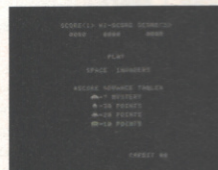
GAME

You must have seen a fair few 'game over' screens in your time. But how many of these can you identify? Most of them are pretty recent, but we've thrown in a few oldies to get you thinking. Fill in your answer in the space below each picture. Then match them up with the numbered answers at the bottom.

ME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAME OVER GAM



SS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS START TO BEGIN PRESS STA



WHAT YOU NEED TO KNOW



Is something about the world of videogames confusing you? Don't worry, **The Masters** will be able to sort you out. Just send all your gaming queries to the address at the end. No sweat.



Wetrix: get the formula for success

WETRIX

Just got this game for my Dreamcast because my mate hasn't stopped going on about how it's 'the next Tetris' ever since he got it for his Nintendo 64. What I'd like to know, though, is if there's a surefire tactic to get mega points?

Matt Roberts, Buckhurst Hill

Yes there is. Imagine the play grid is a diamond shape. Start off by putting squares two deep on each of the three corners other than the top and, when 'L's and straights come down, make those the perimeter fence. Once you have a surrounding to the diamond two levels deep, use the green 'downers' to clear the centre area of bumps. Now, when uppers drop that you don't want, put them in the upper corner and, whenever a bomb comes, drop it in the top corner to get rid of your waste uppers.

When an ice cube falls, don't drop its following pieces quickly - let them drift down themselves and the frozen water won't be such a problem. If you really want to tempt your Earthquake meter and go for really high points, then join the three square duck lakes with straights to get up to eight lakes.

POKEMON

My mate knows a cheat to get 99 of any item on his Game Boy *Pokémon* and I really need it myself. He won't give it to me and I want 99 Rare Candies. Can you tell me what to do?

Giles Small, Hornchurch

Warning, warning! The dark side of *Pokémon* has been exposed. Yes, this cheat exists but we certainly won't tell you what it is because the chances are it will ruin all your game data, meaning you'll lose all your Pokémon and the whole game. Steer well clear of it, and friends who've



Resident Evil 3: cool new suits

used it too, because if you play a battle, or trade Pokémon with them, then you'll have a chance of falling victim to this 'virus' too. It's all to do with a Pokémon called 'Missingno'. We don't know why Nintendo themselves wrote this into the game, but we know of quite a few unhappy gamers who've had their data deleted.

CASTLEVANIA: LEGACY OF DARKNESS

I'm deep in the middle of this N64 adventure and have run into one of those annoying problems. How do I rescue Henry in the Villa level?

Alex Charlton, Leicester

We wandered around for ages too, knocking Frankenstein down with weapons then cursing when that silly little brat didn't follow. Then we found a really easy way. Go to the gate you first went through to get the Rose Garden Key and wait till Henry is right behind you. Then open the door and you'll set him free. Simple when you know how, eh?

DUNGEON KEEPER 2

I keep getting killed by the enemies in the one-player missions as soon as they enter my dungeon. Are there any cheats that'll help me through?

Trevor Hamlin, Eastleigh

We don't really want to give you cheats because they could ruin the challenge, but you've asked for them so we'll give them to you in a bit. First though we want to troubleshoot your problems.

Did you run Tutorial Mode, or did you skip past it? Do so and then try to follow these helpful hints: Goblins, Wizards, Dark Elves and Trolls are very important as the more there are in your dungeon, the quicker you will receive new spells and workshop items. So, before

computer and video

GAMES GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.



NINTENDO 64

■ GOLDENEYE 007

They're new and are some of the best button codes we've ever seen. You can even use these cheats to complete levels on the hardest difficulty setting, so you can at last see those two secret levels. Enter these codes in the game, without pausing. Follow the ten steps, separated by commas, by holding the L/R button then pressing the D Pad/C Button it tells you to. Then move on to the next stage. 1) Invincibility: (L + D Down, R + Right C, R + Up C, L + D Right, L + Down C, R + Up C, L + D Right, R + D Down, L +

D Left, L + R + Right C). Invisibility: (R + Left C, L + R + Up C, L + R + D Left, L + R + D Up, R + D Up, L + Left C, R + Up C, L + Down C, L + R + D Left, R + D Right).

■ DAIKATANA 64

For a Level Select, enter the following cheat just before the Start Game screen. Press (Up C, Right C, Down C, Left C, R, L, Z, Up C, Right C, Down C, left C) quickly and you'll be able to choose the starting level of your choice. Hit (Left C, Down C, Right C, Up C, Z, L, R, Left C, Down C, Right C, Up C). Now choose your limb-hacking sword or weapon of mass destruction.



PC CD-ROM

■ ALIENS VS PREDATOR

New cheats to gain! Satisfy the following conditions and the cheats they open are yours for ever and ever, or until that Queen Bitch alien sucks the life outta you!

● **Aliens gain long distance jaw attack:** Complete Temple, the first Alien level and score ten live civilian head bites.

● **Max Grenade Launcher ammo:** To get 99 Grenades to frag with, complete Colony, the second Marine level, and have at least 40% accuracy.



Soul Calibur: Free full game save

opening the portal, make more than adequate quarters for all of them. That is, libraries for Wizards, lookouts for Dark Elves, training rooms for everyone and workshops for Trolls. To get gold to finance your building, possess a couple of dwarves and dig some gold yourself. Right, when the enemy arrives, concentrate all of your attacks on the main player, the one that'll win you the level if you beat him. Hit him with loads of lightning attacks.

OK, now for the cheats. During game, press Ctrl + Alt + C. Then type 'i believe its magic' for all magic spells and 'do not fear the reaper' to skip a level. You can only use the cheat mode once in a game though.

HALF-LIFE

Just picked this PC classic up and my brother, a multiplayer king who's about to join the best *Quake III* clan in Europe, won't speak to me until I've completed it. Thing is, I'm stuck on the 'We've Got Hostiles' level. I start off OK but I keep running into this laser security beam, then a chaingun always finishes me off. Do I turn this off anywhere before?

Andy Thompson, Staines

You're barking up the wrong tree there, Andy. This isn't a puzzle. Just save your game before you enter the lasers then run through, side strafe and shoot like crazy to get rid of the drone gun. Try not to lose too much energy, but don't worry because there's a stockroom with extras inside soon after.

HOUSE OF THE DEAD 2

I've completed *House of the Dead 2* and have heard that a cops 'n' robbers shooter is coming out. What I want to know is when this is and is there anything



Pokémon: Every game has a dark side

else I can do now I've finished Arcade mode?

Penny Loucas, Vauxhall

Virtua Cop 2 is coming out, but it's still a long way off. Try these bits on *HOTD2* in the meanwhile. Complete Original Mode and you'll get a red blood option. Complete Training Mode with full stars on each category and you'll get a one-shot, one-kill mode under 'options'.

RESIDENT EVIL 3

Any hot bits for this PlayStation classic that I can try?

Richard Goodley, Exeter

Oh yes Rich, here's a goodie. Complete the game on the hardest difficulty. Use your completed game save to start a new game as Jill. Go into the nearest storage box and you'll find a Boutique Key. Use it to open the door to the boutique, near the start of the game and you can try on and dress Jill like a sexy biker, put her in a mini skirt or a kinky police uniform. You need different completed game grades to get the whole wardrobe.

TOMB RAIDER 4: THE LAST REVELATION

I'm on the Sacred Lake level and I read about the mirrored room with the flashing area to swim to. But I can't find it, can you help?

Tom Quick, Derby

You didn't say whether this was for Dreamcast or Playstation, but the two games are nearly identical anyway. Good quessie, this took us a while too. As soon as you swim into the entrance of the mirrored room, head left. The best way to find the flashing area is to just swim to where the rocky part is, as if you're actually going to surface. Keep swimming left and you'll surface eventually in a cemented area. Hop to the ledge and you're there.

EXPERT ADVICE



Dungeon Keeper 2: We get you going

LEGEND OF ZELDA DX

I'm stuck on the second level of this great Game Boy adventure and I don't have a clue of what to do. Can you help?

Aaron Ramage, Falkirk

When you say level two, we assume you mean Bottle Grotto. Here's a few hints. Sprinkle Magic Powder on lanterns to light them. Beat all enemies in rooms for keys, using spinning sword attacks if necessary. Hit Crystal Switches with your sword and stand on normal switches. If you see moveable blocks, push 'em together to make stairs appear. That should help you out.

SOUL CALIBUR

I love beat 'em ups. A friend told me that *Soul Calibur* on the Dreamcast was the best beat 'em up anywhere so I bought a DC with the game and now I'm one happy gamer. Any extras in this you can tell me about?

Jamie Lovell, Manchester

How about a full game save with all locations, characters and suits? Go to www.computerandvideogames.com/vm and load on to yer VMU from there. Or here's some stuff doing it the hard way. Obtain all pictures in the first collection in the Museum to unlock Exhibition Mode, which allows you to see each characters' kata, or 'fighting dance'. Get art card 265 in Mission Battle mode. It's the last one of all. Then hold R while choosing a character at the character selection screen to get metal characters. And last thing, each character has three different victory poses. To see each one, after winning a battle, hold X, Y, or B during the replay to select one of the three poses.

● **Warpspeed:** To make your character gain an injection of running speed, defeat Invasion, the third Marine level in less than four minutes.

SYSTEM SHOCK 2

Here are some codes which've just surfaced for this mega scary sci-fi first-person shooter/RPG on PC. All Psi Points: While playing, hold 'Shift' and press ';' to bring up a window, then type `psi_full` then press ENTER. To maximise Statistics and Skill, while playing hold 'Shift' and press ';' to bring up a window, then type in 'ubermensch' and press ENTER.



DREAMCAST

EVOLUTION

Be in the money: Complete the game, then save it on to your shiny VMU. The next time you load this game you'll have the option to borrow three million dollars. Alternate cossies: Press 'X' at Character Select screen.

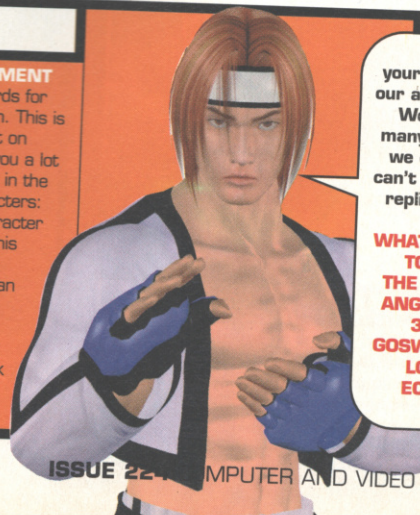
RESIDENT EVIL 2

Unlimited ammo: In game, hit 'B' to go to Item Select screen. Highlight one of the bottom items. Then, on the D Pad press [Up, Up, Down, Down, Left, Right, Left, Right] then the right trigger. All your ammo is now infinite.

PS2 PS 2

TEKKEN TAG TOURNAMENT

Here's some news on rewards for completing the NTSC version. This is one for all of you who have it on import - of course we'll tell you a lot more when the release date in the UK is looming. Secret characters: Beat the game with any character to unlock hidden fighters in this order: 1) Kunimitsu 2) Bruce Irwin 3) Jack 2 4) Lee Chaolan 5) Wang Jinrey, 6) Roger & Alex 7) Kuma & Panda 8) Kazuya Mishima 9) Ogre 10) True Ogre 11) Prototype Jack 12) Mokujin & Tetsujin 13) Devil & Angel.



Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW, THE MASTERS, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

RESIDENT EVIL CODE: VERONICA

WORDS & SCREENSHOTS: MAURA SUTTON

It's bold and it's beautiful, but it's also the most challenging *Resident Evil* to date. The monsters are bigger and scarier and there are loads of puzzles to solve amidst the rivers of fleshy gore. We give you the best tips, tricks and techniques to sort the puzzles and tackle all the horrors, dragging you through the hellish action to the ultimate prize of the Battle mode. We know it works because we've done it.

THIS MONTH: Kick Zombie Butt

Getting diced by the Tyrant or squished by Alexia? Can't find the Magnum? Crushed under that annoying slab of falling masonry? Our tips and techniques guide will help you through the trickiest bits without spoiling all the fun.

1: DIRTY TRICKS

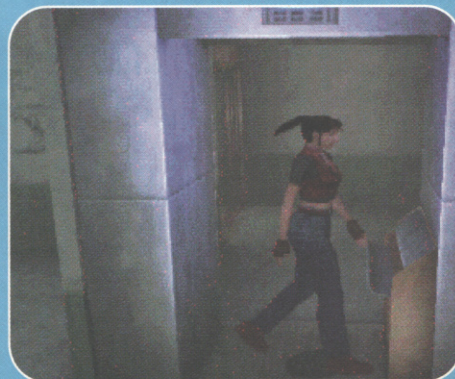
There's nothing worse than getting to a certain point in a game and realising that you've left something important behind. Relax. Here are *Code: Veronica's* sneaky bits.



FIRE EXTINGUISHER: At the start of the game you use it to extinguish some flames. There doesn't seem to be much more use for it so you leave it in the Metal Detector Security Box. Big mistake! Make sure Chris has it when he explores the Antarctic Base, or you stand no chance of getting the Magnum. And you need the Magnum, trust us



LOCK PICK: The lockpick opens some doors as well as the white briefcases you come across, most of which are chock full of ammo. To gain the lockpick when playing as Claire, retrace your steps to the prison cell at the start of the game. Exchange the Lighter and the Hemostatic medicine with the guard



METAL DETECTOR BOX: This is not a regular Item Box. If you leave anything there you won't be able to retrieve it later. Don't leave the prison area without taking everything from the Metal Detector Box. You will get to revisit it after the Infirmary, but after that there's no turning back and you won't be able to rescue your stuff

2: ESSENTIAL ITEMS

Killed every single zombie? Solved even the most devious puzzle? Still reached a frustrating dead end? You could be missing out on one of the following precious objects.



PROOF POSITIVE: These three medals are collected by Claire to enable her and Steve to access the transport plane. Find them in the following places: Army Proof – Found in the Military Training Facility Monitor Room; Navy Proof – Found in the Palace Courtyard; Airforce Proof – Found in the secret upper bedroom in the Palace



DRAGONFLY WINGS: Chris collects these to form the Dragonfly key and gain access to 'Veronica' at the end of the game. Find them at the *Res Evil 1* Replica Mansion: Wing 1 – In front of the giant hive; Wing 2 – In front of the courtyard fountain; Wing 3 – The vase in the courtyard fountain; Wing 4 – In the downstairs laboratory



GEMS: The three Gems are collected by Chris and slotted into the painting at the top of the stairs in the Replica Mansion. Find them here: Blue – examine the blue ring taken from Alfred's corpse in the Replica Mansion; Green – dropped by dead father boss above giant spider in the Antarctic base; Red – dropped by first 'dead' Alexia

3: KILL 'EM ALL

Because you get such a limited supply of ammo in *Code:Veronica* it's vital to know which weapons work best against each type of monster and when it's more prudent to simply leg it. You don't want to end up facing the Tyrant with just a couple of pistol rounds, a hunting knife and a nervous smile.



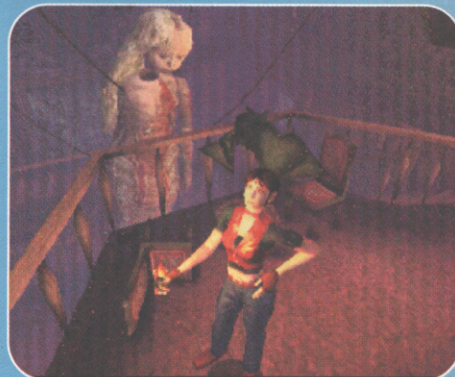
ZOMBIES: You should know how to handle these old friends. The handgun works fine, but for a swift ammo-saving kill wait 'til you can see the reds of their eyes and pop off their squishy heads with one shotgun blast. Standard B.O.W. gun rounds are pretty ineffectual against zombies hang onto them



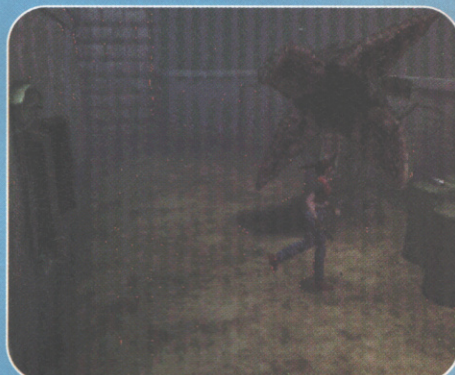
ZOMBIE DOGS: Really annoying but luckily there aren't too many of them in the game. Either use a grenade round for instant pooch stew or take the wise coward's way out and run past them. Whatever you do try not to waste too much of your precious ammo. Keep the exploding B.O.W. gun rounds for the big guys



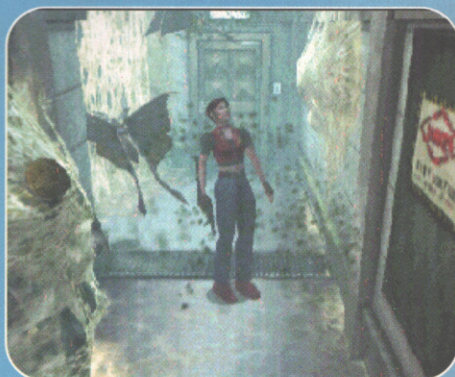
SPIDERS: Deceptively hard to kill. Don't let them corner you or they'll suck you dry and poison you as well. Once they get you in their jaws they hang on tight and don't let go. Don't even think about using the handgun or standard B.O.W. gun rounds. Grenade rounds will ensure a quick, painful death for the arachnids



BATS: Equip the lighter and the bats won't come near you. If you've bartered the lighter to get the lockpick, running away is the best option. You don't come across them too often, but when you do it's usually at a crucial point in the game when you may be low on health – like the passage under the infirmary and the Private Residence

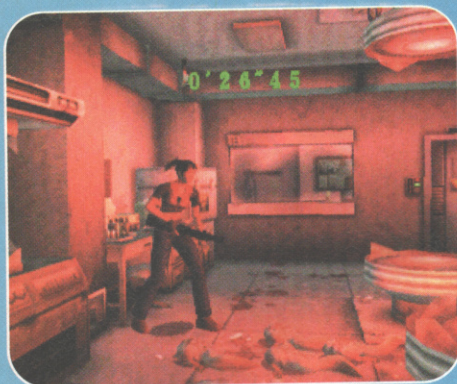


GIANT WORMS: These big fat dirt-suckers take all kinds of punishment. You don't have to bother killing them if you don't want to. Preserve those vital shotgun and grenade rounds for the more deadly enemies. If you kill the giant worm at the start of Chris's mission you'll get Claire's lighter back in a gruesome scenario

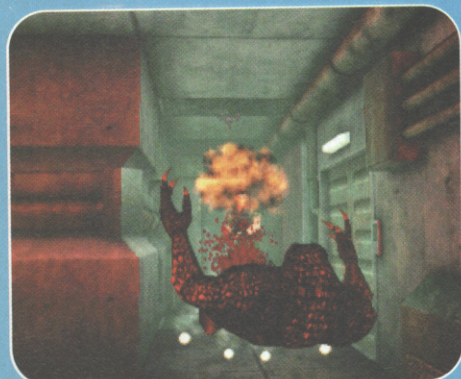


MOTHS: A pain in the bum in the Antarctic Base. Not only do they poison you, they also lay eggs in your back that explode and suck more life. Trying to kill them is a waste of time. Just run away. If one hooks onto your back and starts laying an egg, make sure you have some blue herbs to counteract the poison when they hatch

3: KILL 'EM ALL cont



BABY ALBINOIDS: You only come across them once, in the Military Training Facility Lab. You'll be working to a time limit in this part of the game, so your best bet is to run away from them to save both time and ammo. Their electric shock can be quite deadly so don't stand around long enough to get fried. Once you shut the door on them that's it. Good riddance Baby Albinoids



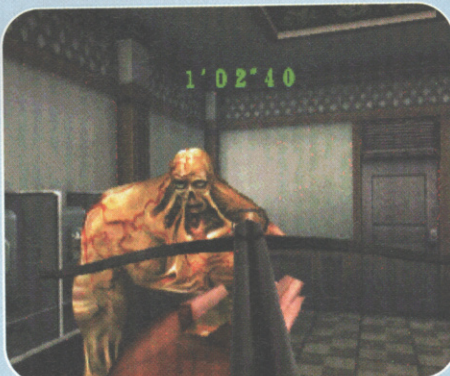
HUNTERS: As savage as ever, the Hunters appear frequently throughout *Code: Veronica*. If they get close they'll knock you head off instantly, so keep them at a distance. Grenade rounds are the most effective way to stop them, although six shotgun rounds should also do the trick. The Hunters with purple stripes on their backs are poisonous. Possibly the most deadly foe in the game, aside from the bosses



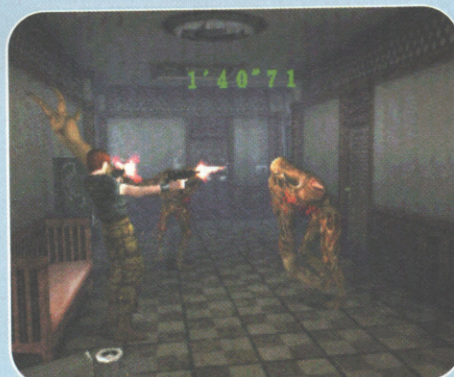
BANDERSNATCH: Keep your distance from these long-armed beasts and they shouldn't cause too much damage. Standard B.O.W gun rounds work surprisingly well against them, so take the chance to use them rather than wasting grenade rounds or explosive B.O.W. rounds. After you've fired off a couple of shots at them make sure you stay back to avoid the swoop of their extendable arms

4: BATTLEMAGE SECRETS

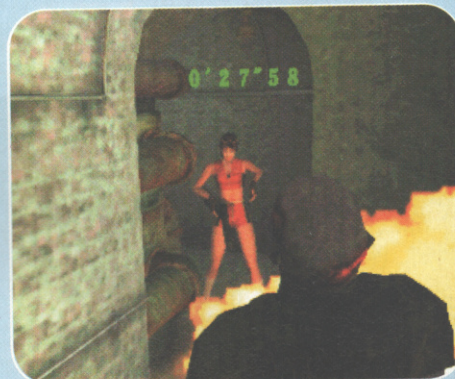
Your reward for finishing *Code: Veronica* is the secret Battle Mode game. This awesome shoot-'em up is pretty special to begin with, but there are several secret ways of enhancing the monster-mashing thrills.



FIRST-PERSON MODE: To play Battle Mode in the horrifically vivid first-person perspective, you must make sure you pick up the sniper rifle when Steve shoots Alfred just before escaping from the Antarctic Base with Claire. Look for it beneath the railings



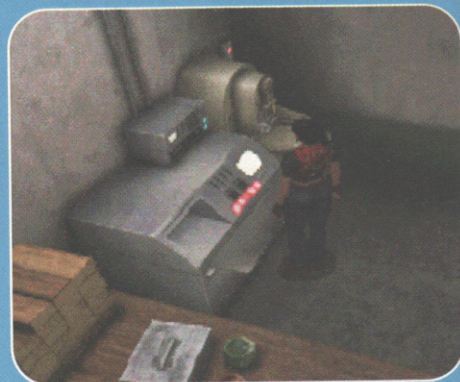
PLAY AS STEVE: To play as Steve Burnside in Battle Mode, you must complete a simple puzzle in the Save Room under the tank in the Military Training Facility during Chris Redfield's adventure on disc 2. Open the drawers in this order to get the gold Luger and unlock Steve's character: Red, Green, Blue, and then the bottom drawer



CLAIRE IN A BIKINI: Complete each Battle Mode mission to unlock secret characters. You should start off with Chris, Claire and Steve. Complete the mission as Chris and Claire to unlock knife-wielding traitor Albert Wesker and Alternate Claire, in an Umbrella bikini! There'll be other Battle Mode secrets – send us yours

5: PUZZLES: DISC 1

Some of them are eye-poppingly difficult, some are almost too easy to be true. If you want to avoid spending hours looking at the same screen whilst you figure out what button to press, check out the following pages.



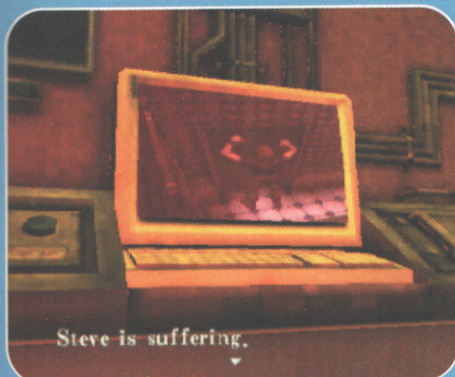
GOLD MEDALLION 1: To open the main door out of the prison you need a copy of the gold medallion you find in the office drawer after going through the metal detectors. Switch on the 3-D Duplicator and use the gold medal in the machine. Then go back past the metal detectors, open the shutters, fight the zombies and pick up the fire extinguisher



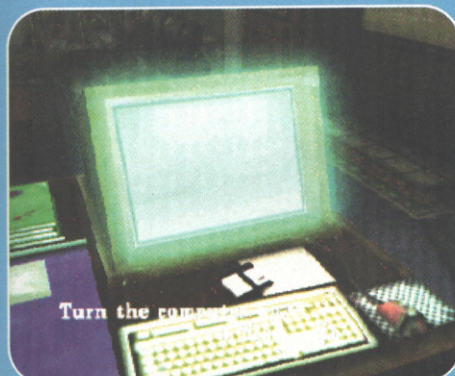
GOLD MEDALLION 2: Use the fire extinguisher to put out the fire in the graveyard. Examine the case you find there to get the TG-01 material. Go back and use the material in the 3-D Duplicator to get a print of the medal. You can now smuggle the print past the metal detector. Use it in the big door to escape from the prison yard



PALACE COMPUTER CODE: Head upstairs to the room on the right of the central Palace stairway. Push the small cabinet by the Gold Luger door to find an ID card. Examine the back of the ID Card and read the number – NTC 0394. Go downstairs and enter the code on the computer to open another door



FREE STEVE: After unlocking the door you'll come to a room with an insect switch on the wall. Press it to reveal a hidden room. Take the ship's wheel, but leave the two Gold Lugers on the wall. Leave the room and try to leave the Palace. You'll hear a cry from Steve. Head back to the ship's wheel room and access the panel in the room to discover that Steve is trapped. Choose options C and E to free Steve



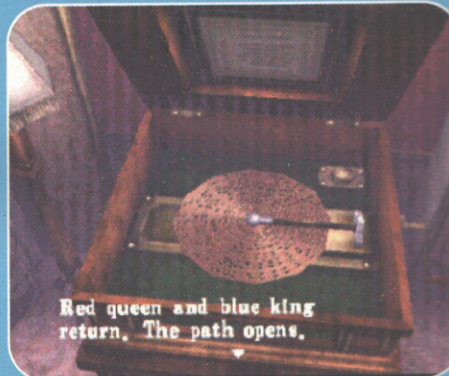
GOLD LUGER ROOM PASSWORD: Once you have opened the Gold Luger room upstairs in the Palace, examine the computer on the desk. After a spooky cut scene with Alfred and Alexia, you will be asked for a code. Enter 1971 to open a secret door behind the clock. Watch out for the Bandersnatch that leaps through the window



GLASS EYE: In the Infirmary, go behind the screen at the back of the room and through the door into a blood-drenched operating room. You'll find a white case containing upgrade parts for the handgun. Return to the main part of the infirmary and bump into the now zombie Doctor. Kill him and pick up his glass eye. Put the glass eye in the socket in the Doctor's office dummy to reveal a secret passage



STONE SWORD: Enter the basement room that descends from the Torture Chamber. Remove the sword and then push the statue round in an anti-clockwise direction to stop the poisonous gas filling the room (shame we can't do this in the CVG offices when Lee's been eating brussel spouts). Thrust the sword into the Iron Maiden, kill the zombie and take the music roll



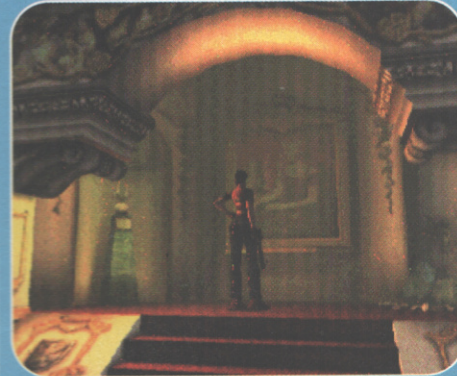
BLUE BEETLE: Return to the Palace and go into the Casino on the left of the stairs. Put the music roll in the piano. The King Ant jewel will then drop down into the fruit machine. Bingo! Or should that be jackpot! When you eventually enter Alfred's bedroom in the private residence, place the King Ant in the top of his music box



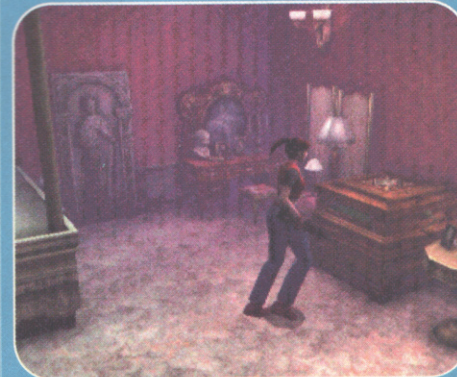
PAINTING CODE 1: When you enter the Monitor room on the second floor of the Military Training Facility (MTF), access the control panel and use the security camera to zoom in on a painting of a skeleton. Make a note of the code: 1126. Head for the room you were just spying on and use the painting code to enter. Take the acid rounds, then take the painting from the wall and make a run for it



PAINTING CODE 2: Take the painting to the typewriter room on the 1st floor of the MTF where you should have already found a shield. Put the painting on the wall to reveal a model of the MTF. Take the key and make a note of the number on the sign to the left of the model which should read 128. Easy as taking a slash when you know how, eh?

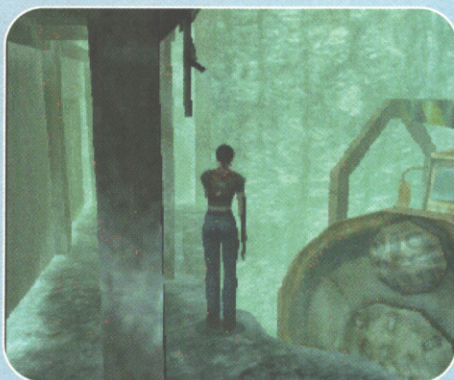


PORTRAIT ROOM 1: Take the gold key back to the Palace and use it to unlock the doors downstairs. You're faced with paintings of seven members of the macabre Ashford family. Press the switches under the portraits in this order: 1) Lady in posh frock 2) Man with tiny tots 3) Young man in white shirt 4) Man with plate 5) Old man reading 6) Man and candle holder 7) Alfred (located up the stairs)



PORTRAIT ROOM 2: When the portrait of Alexia is revealed, pick up the vase and examine it to find the Queen Ant jewel. Go to Alexia's bedroom in the Private Residence and place the Queen Ant in the music box lid. Take out the music roll. Then go to Alfred's room and put the music roll in his music box to reveal the secret stairs over his bed

6: PUZZLES: DISC 2



GAS MASK 1: Enter the B.O.W. room to the left of the warehouse on the ground floor of the Antarctic Base. Kill the spiders and pick up the barcode sticker from the box. Go to the Weapon room on the right side of the warehouse. Pick up the key from the conveyor belt. Search the lockers and bodies for goodies. Enter the room to the left of the B.O.W. room with the key and then go through the left door



GAS MASK 2: Flick the switch at the back of this dog-infested room to start the generator. Retrace your steps to find the conveyor belt in the middle of the warehouse. Put the barcode sticker on the box, then press the switch on the panel to the right of the conveyor belt to start the juice flowing. Press the switch by the box to send it crashing down into the B.O.W. room. Go back to the B.O.W. room and pick up the gas mask by the door



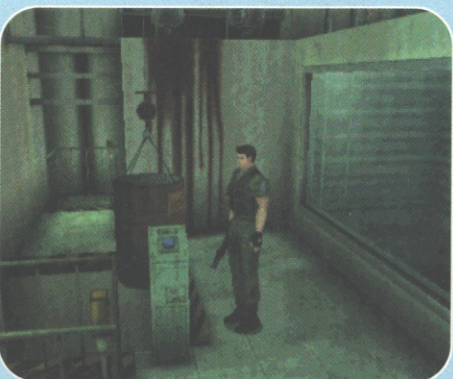
GAS LEAK: Go back to the save room. Press the switch on the locker to reveal a secret space. Examine the pot to get a key. Go upstairs and through the double doors. Go right, through two doors to get the valve handle. Go back to the room with the caged zombie and use the machine to make the handle eight-sided. Go back down to the white room next to the B.O.W. room and close the valve with the handle



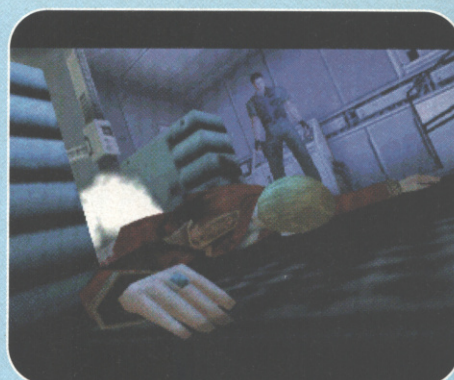
CHEMICAL COCKTAIL: Playing as Chris Redfield now, you have to gain access to the laboratory fridge. Set the temperature to 128° Close the fridge door and the Clement E chemical inside the fridge will turn blue. Open the fridge, take the Clement E and mix it with the Clement A chemical you should have picked up previously. Use the purple chemical on the shield to make the Halberd key



WATER PUZZLE: Chris needs to solve this puzzle to lower the bridge and eventually retrieve the Army, Navy and Airforce Proofs collected by Claire in her adventure. You can solve it simply by following this sequence: press the 3 button four times; press the 10 button once; press the 3 button once more and then press the 5 button just the once



GET THE MAGNUM: Make sure you have the fire extinguisher when you go through the door to the right of the frozen spider. Avoid the spy camera and take the door to the right. Press the blue switch to operate the barrel. Use it on the fire extinguisher to fill it with foam. Take the lift downstairs to the familiar Weapons room. Extinguish the fire and pick up the Magnum from the conveyor belt



DEAD ALFRED'S LAST PUZZLE: This puzzle in the Replica Mansion will help Chris get Alfred's blue jewel. To complete it you need to have the dice that can be found in the Antarctic Base save room. Use the computer on the right and input the code AA, crown, heart, spade which you can see on the dice. When the drawer opens put the dice in the slot to see Alfred's body rise from the depths. Lovely



ID CARD: Back in control of Claire, you're in a prison area next to a cannon. Pick up the piece of paper next to the cannon and agree to lower the cannon. A perspex orb will drop out containing the ID card. Place the orb in the middle of the square to the right of the cannon. Quickly jump back to avoid being squished. While the slab is being hoisted up, quickly step back underneath, pick up the card and step away. Don't wait until the slab is fully raised or you'll be crushed!



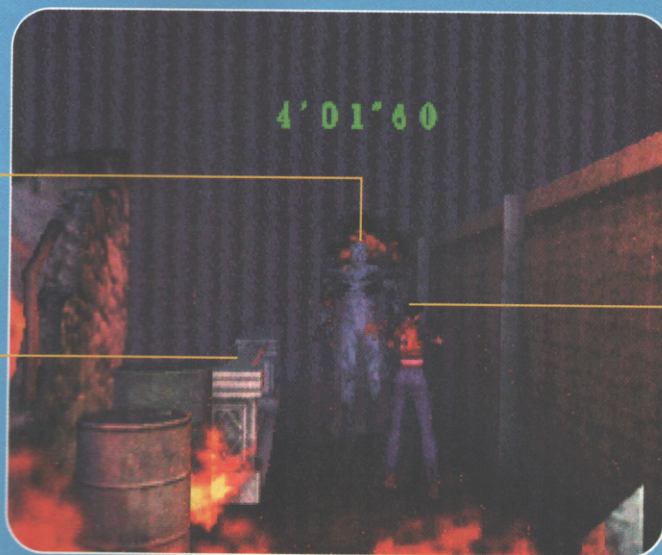
DRAGONFLY KEY: Back as Chris, turn off the power in the voltage room. Go to the Tiger's Eye puzzle in the Replica Mansion and remove both eyes. Take the gems to Alfred's room and use them in the same way as the King and Queen Ant jewels. This gives you access to the secret playrooms above the bedroom. Here you will find a dragonfly in a jar of sand. Use the wings you've collected to form the Dragonfly key

BOSS 1: TYRANT #1

HORROR FACTOR: 2 out of 5

1 His sudden appearance will make you jump, but he's a bit of a pussycat really. A rabid pussycat

2 Make sure that Claire keeps her distance from the Tyrant. Get too close and he'll toss her over the parapet



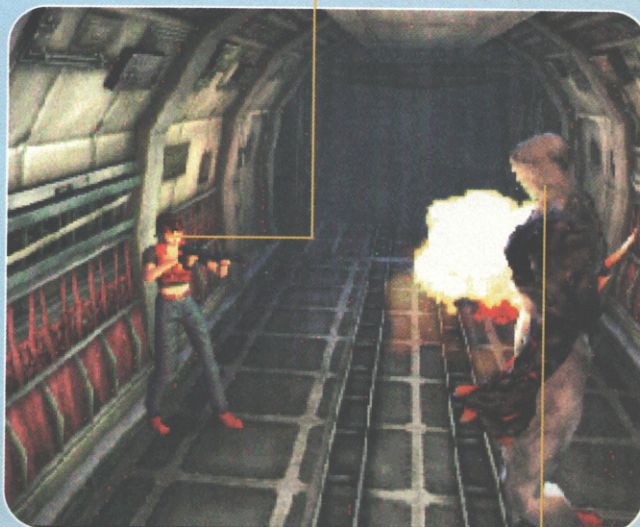
3 Three normal grenade rounds should drop him to his knees. Wait until he gets up and then fire a couple more to finish him off

BOSS 2: TYRANT #2

HORROR FACTOR: 4 out of 5

1 When the blue light appears here, flick the switch to send a crate hurtling towards the Tyrant. The impact will propel him towards the open door but he'll push it back so you'll have to weaken him by other means

2 Ignore the crate switch for now and start moving around the cargo hold. Keep as far away from the Tyrant as you can – he will really punish you at close quarters. Keep away from the open end of the hold or he'll throw you out



4 Run back to the switch which should be fully charged up. Press it and the crate will smash into the weakened Tyrant. If you've filled him with 20-plus flame arrows, the crate will shoot him out the cargo door. You should only have used the crate twice. Don't stand by the door waiting for it to charge up or you'll be Tyrant toast

3 Make sure that you have at least 20 explosive B.O.W. gun rounds before you tackle this boss. Keep firing at him and cap him with a couple of grenade rounds for good measure when you run out of explosives. When he seems to be slowing down and bleeding, it's time to return to the switch

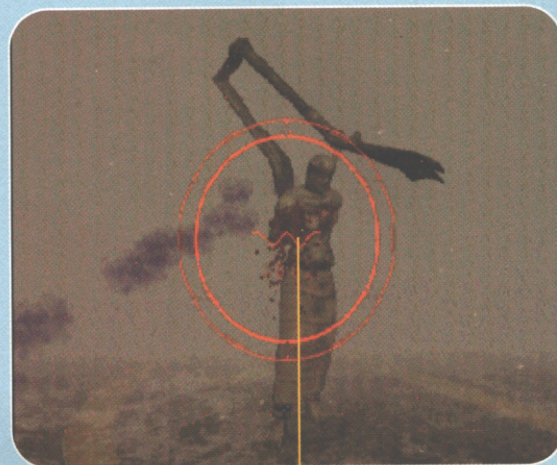
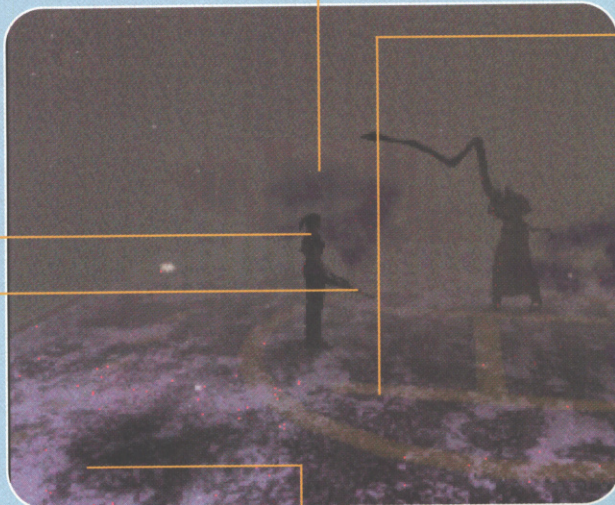
BOSS 3: FATHER ASHFORD

HORROR FACTOR: 4 out of 5

2 The trick to beating this blindfolded monstrosity is to keep your distance. If he gets close he'll throw you off the roof

3 Don't worry about the purple poison. Keep a blue herb handy, but don't bother trying to avoid his spittle – it's not that harmful

6 When you've run out of sniper ammo, confront him in the middle of the roof and empty the assault rifle into his chest to bring him to his knees



4 This boss is easily disposed of as long as you have this sniper rifle which Alfred dropped before Steve and Claire escaped in the truck

1 Make sure you check out the two posts (off screen) for ammo and a green herb

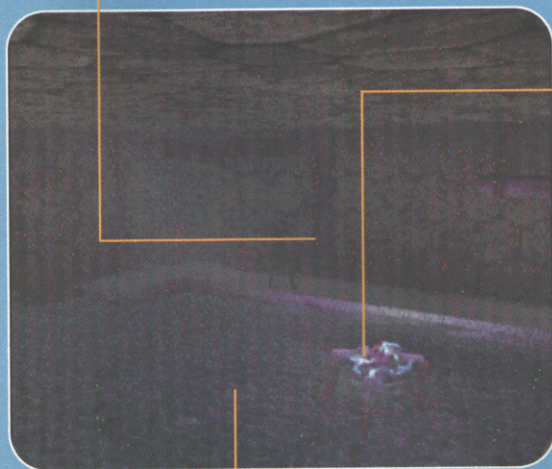
5 Run as far away from Big Daddy Ashford as possible and then aim the sniper rifle at his heart. Use the zoom to get a better shot

BOSS 4: ADULT ALBINOID

HORROR FACTOR: 1 out of 5

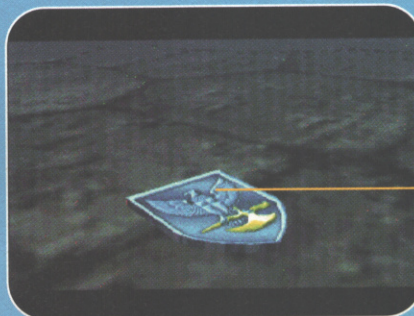
2 Stand on the edge of the pool and wait until the Albinoid slithers nearby. He can't hurt you if you're out of the water

3 When he comes close, frag him with some grenade rounds or flame arrows. You can tell you've hurt him when you see blood



4 Eventually the Albinoid will slump and die. It's then safe to jump in the pool and pick up the shield from the centre. It takes a little time and patience to find exactly the right spot to pick it up from!

1 This overgrown piece of plankton is more annoying than dangerous. Don't jump into the pool, though – he'll electrocute the waterz

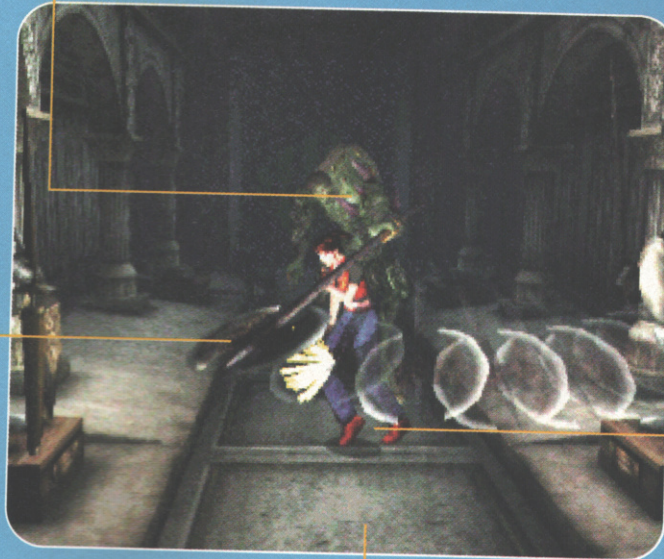


5 When you have the shield, use the purple chemical on it (see Chemical Cocktail puzzle) to make the Halberd key for the shuttered door outside the Military Training Facility save room. It also opens a secret cupboard in the Antarctic Base save room

BOSS 5: STEVE

HORROR FACTOR: 4 out of 5

1 Don't even bother trying to fire at this thing. It can't be killed but it can take you out with just a couple of hits



2 As soon as the cut scene finishes make a swift 180° turn and run like hell away from the monster towards the exit

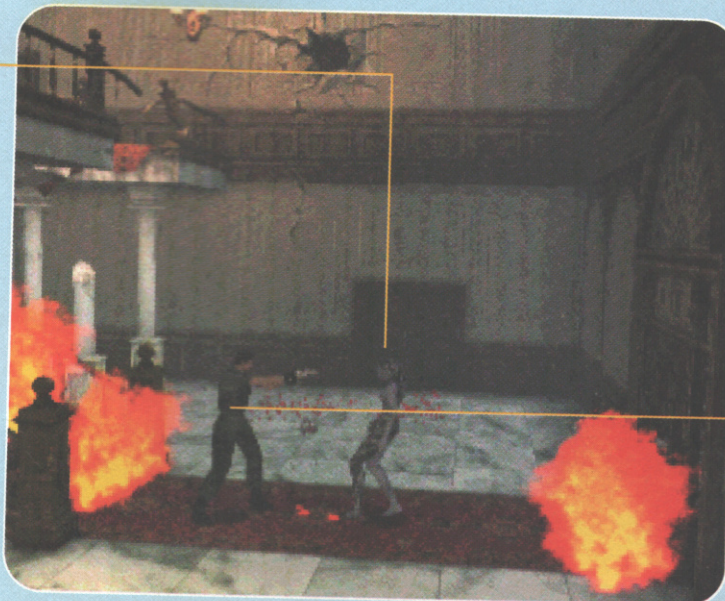
3 As you run the monster will hit you with his Halberd. You should then use a green herb to replenish your life before continuing to run away. Don't attempt to fight him!

4 He will probably whack you a couple more times with the Halberd so you might need to use another green herb before reaching the gate and sliding underneath. Phew!

BOSS 6: ALEXIA - FIRST INCARNATION

HORROR FACTOR: 3 out of 5

1 Beautiful but lethal. Don't let her get close enough to touch you or she'll kill you stone dead in an instant



2 Take a couple of steps back and empty the content of your trusty Magnum into little Miss Alexia. Five shots should do the job

BOSS 7: ALEXIA - SECOND INCARNATION

HORROR FACTOR: 5 out of freakin' 5

1 First, try and avoid throwing up at the sight of this disgusting creature! Ignore all the little critters yapping at your feet as they don't do much damage



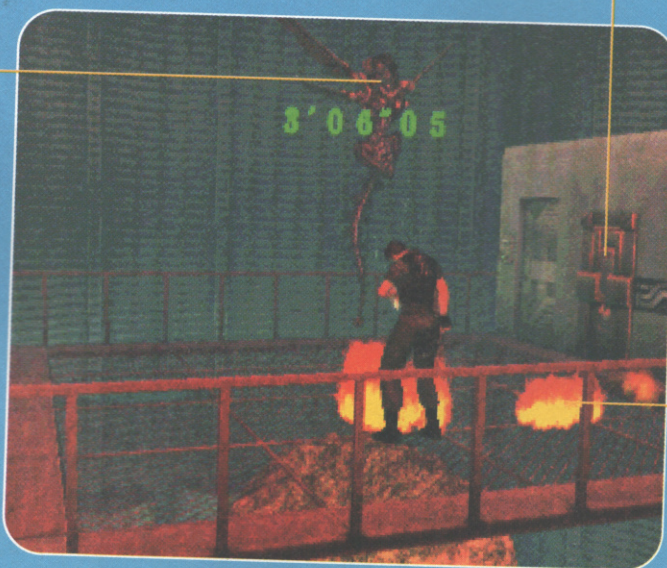
2 You should have at least three full doses of herbs (including some blue ones) before you face this boss. You won't be able to avoid all the tentacles and bile so just keep firing away and medicating yourself

3 Keep pumping Magnum rounds into the evil beast. Six should be enough, but if you run out before the kill, finish off with ten grenade rounds. Stand back and watch the second part of the freak show!

BOSS 8: FLYING ALEXIA

HORROR FACTOR: 4 out of 5

1 The big gun should now be available to you so run over to the wall and snatch it up. Equip it instantly and aim it at Alexia



2 It should only take one well aimed shot from the big gun to kill Alexia once and for all. Run around a little first as she'll drop some nasty looking goo on you

3 When you've dodged the deadly snot that Alexia's spewing, quickly take aim and zoom in on her for a direct hit. Then sit back and admire one of the best game endings ever

Wrestling T-Shirt

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Crash Bandicoot 1,2,3
Crash Team Racing
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Croc 2
Diddy Kong Racing
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Donkey Kong 64

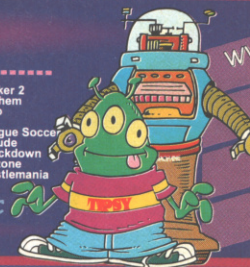
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Mario Kart
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Parasite Eve
Pokemon: Blue
Pokemon: Pinball
Pokemon: Red
Pokemon: Stadium

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Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

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What could be better than playing a game you love for ages and getting paid for it? That's what this tips section is all about. Find out some tips, cheats, secrets, passwords...



EASY

DREAMCAST

■ RESIDENT EVIL 2

Here's a goodie that you won't find anywhere else. Patrick Russell of Rye must have a direct link to STARS headquarters, cos this cheat rocks!

INFINITE AMMO: While playing, hit (B) to enter the Weapon Select screen. Highlight one of the lower items, then press (D pad up, D pad Up, D Pad Down, D pad Down, D Pad Left, D Pad Right, D Pad Left, D pad Right) then the Right Trigger. The number of bullets next to all of your guns will now change to an infinity symbol.

■ ZOMBIE REVENGE

Stephen Boorman may be getting a bit bored with Zombie Revenge, so he's found out these triffic tips to inject some new life into this undead zombie-bashing fest.

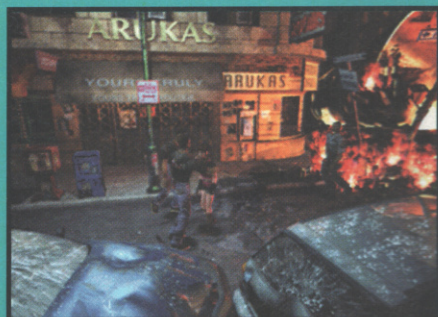
NEW COSSIES: At the character select screen, highlight a character, then hold Start and press B, X or Y.

CHEAT MODE: Play the VMU mini game, get enough points and soon you'll be able to open such cheat options as unlimited lives and level select in Original mode.

■ DEAD OR ALIVE 2

Have your basic needs more than satisfied by this racy new intro for the jugs a-bouncing slugathon that is Dead Or Alive 2. The dude that sent in this tip wishes to remain anonymous, so Dudley George of Alloa, Scotland, your wish is our command! Cash is in the post.

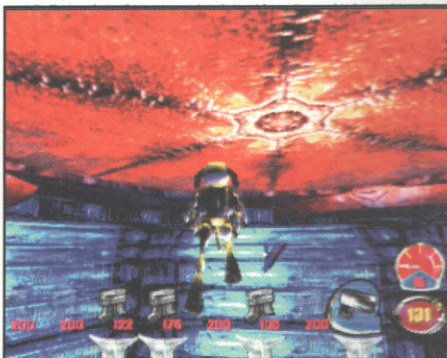
NAUGHTY INTRO: With your Dreamcast, open up the CVG site (www.computerandvideogames.com/vm). Then just follow the DOA2 instructions. You'll have a full game, complete with naughty schoolgirl outfits, the new intro and the age of the fighters set to '225'. That'll make for some serious big bounces. Cheap thrills, aren't they great!



■ MDK2

What a fantastic and surprisingly difficult shooter this is. We're having great fun with it, and blasting those monsters is a real stress reliever. Thanks to Patrick Mountfield of Co. Tyrone, Northern Ireland.

MATRIX MODE: Play as Max the dog, then hold the right trigger and press D-Pad Up four times. Things will definitely start moving slower.



■ SEGA RALLY 2

Ever since this game came out nearly a year ago there's been a bunch of cheats doing the rounds that only work on the NTSC version. This has seriously annoyed loads of Sega Rally 2 players and here we have Scott Trey of SE London to the rescue.

ALL CARS: On the Title screen, press D Pad Up, D Pad Up, D Pad Down, A, A, Right Trigger, B, B, D Pad Down.

PC CD-ROM



■ THE SIMS

Richard Buck (aka Bucko) is a serious PC nut. Pay attention as these are the sorts of tips and cheats that'll definitely earn you some dosh.

LESS BILLS: Keep bills until the next lot arrive in the mailbox. Pay the original bill. The others in the mailbox should disappear.

DOUBLE PHONE MESSAGE: Place two phones in your house. They'll both ring at the same time. Get two Sims to answer the two phones. You'll get two different messages for each character, and the chances of winning or gaining generous amounts of money will increase.

NEVER TAKE OUT RUBBISH: Buy small garbage can (30 Simolian). Whenever it's full, sell it and buy a new one. Saves Sims lots of valuable time.

■ THIEF 2: THE METAL AGE

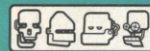
Jonathan Moorhouse in Swinton doesn't half like sneaking around on rooftops and entering open windows. He's got a cool Level Select for this stealthy sneak 'em up and he ain't afraid to use it.

LEVEL SELECT: During gameplay, press Ctrl + Alt + Shift + End to skip up to the next level.

■ SOLDIER OF FORTUNE

Oh my! What a gory PC game! Mary Whitehouse is probably turning in her grave with anger! What? Oh. She's still alive. Anyway, this PC gore fest is still available (for now), and here are some diamond cheats for it.

Drag the file called 'SOF.exe' on to your desktop. Right click on this and go into 'Properties'. Now click on Shortcut. Next to 'Target' it should read 'C:\(directory installed into)\sof.exe. At the end of this, type '+set console 1'. Now click on Apply and run the game. When playing, press the '#' or '~' key to bring up a console. Type in the following codes: heretic (god mode); phantom (no clipping); elbow (all small weapons); bigelbow (all big weapons).



MONEY



PLAYSTATION

■ GALERIANS

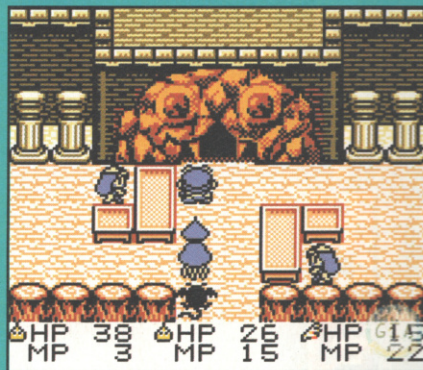
Jonathan Reese of North London gives us a quick rundown of the drugs you can get and how to use 'em.



GENERAL DRUGS INFO: It's only worth really hunting out Delmeter and Skip. There are loads of the other drugs lying around.
D-FELON: Needs to be fully charged to work. Best against groups of enemies. Only Dorothy is immune.
SHORT: Make sure you have Delmeter before usage or is ineffective. Use against first boss.
Birdman, Rainheart, Rita, Cain and Dorothy are all immune.



GAME BOY COLOR



■ DRAGON WARRIOR MONSTERS

The main rival to Pokémon is here, and Philip Marsh in Ruislip has provided a nice ickle tip for it. Cheers matey.

BREEDING TIP: Take two monsters which have never been bred and build them up until they have all the skills you want your new creature to have. Now breed them and the new monster will have their skills.



NINTENDO 64

■ PERFECT DARK

Here's a little bitty sent in by David Mason of Horley, who on the off chance found out that the company that Joanna Dark works for have their own web site!

HACK INTO JOANNA DARK WEBSITE: Log on to www.carringtoninstitute.com. You'll see reams of bumph about how brilliant the company is, but that's not meaty enough. Click on the 'Agents Only' section and, when prompted, enter the password solaris and pal32ver21z. You'll get some juicy stuff like info on agents missing in action and shady biological experiments. Groovy.



■ ROLLCAGE 2

You'd expect a new racing game from the makers of WipeOut to be more brilliant than three Kelly Brook clones at your mercy, and you wouldn't be far wrong. This racer is fast-paced, furious and difficult. Here comes Kieran of Manchester, sorting us out with a few choice cheats for it.

Enter these at the code entry screen:

MEGA SPEED: LOOK OUT! ITS ANDY GREEN;

ALL TRACKS: NOW THAT'S WHAT I CALL

RACING 147;

DEMOLITION MODE: IS IT COLD IN HERE OR IS IT JUST ME?

■ MICRO MACHINES

Definitely an essential game to have - just as good as the recently released Micro Maniacs on PlayStation. Here's a way to never lose lives, sent in by John Wilson from Glasgow.

SNEAKY EXTRA LIFE: In the first race of sports cars on desktops, jump the notebook onto the other desk and pause. If you timed it right, a noise will sound and you'll gain an extra life.



■ POKEMON STADIUM

The Pokémon craze is showing no sign of slowing down, if anything it's getting even bigger. Luke Hegarty of Tamworth has completed the game and discovered a brilliant prize you get for your hard work.

HIDDEN GAME BOY SPEED MODES: You can already play the Game Boy Pokémon adventure on your telly using the Stadium cart and a Transfer Pak. But complete all the Poké Cup tournaments and the GB Tower changes into Doduo GB Tower, which doubles the speed of the Game Boy gameplay. Beat the Prime Cup after beating the Poké Cup and you can increase this to triple speed. You'll have all 150 Monsters at Level 100 before you know it.

■ MARIO PARTY 2

Daniel James of Warrington has brought us a neat set of extras for playing through this mini game extravaganza.

EXTRAS: Beat the mini game Rollercoaster on Medium to be able to buy Item Mini Games and on Hard difficulty to unlock Battle mini games.

HIDDEN MINIGAMES: Driver's Ed Mini game: Purchase all eight Battle games and go to Mini Game Park. Dungeon Dash: Buy all 4 player Mini Games. Rainbow Run: Buy all Item and Battle games and talk to the piranha plant in the park.

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Take it out.



Put it in.



Go!



- Michael Owen
- Dennis Bergkamp
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- Thierry Henry
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- Gareth Southgate
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- Tore Andre Flo
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STAR LETTER

DC POSSESSES DASTARDLY MUTT

I have written in to let you know that a Dreamcast virus is taking over the world. Its mighty power and awesome games have gripped the nation and turned my dog, Spartikus, into a game freak.

One day I left my Dreamcast in a carrier bag behind the wall on the other side of my garden. When I came back one of the control pads was missing (the one with the memory card in it). My saved file of *Code: Veronica* was on the card and I was furious. I took a look at my dog to see if he had bitten the thief and taken him back to his kennel to have a nibble on him.

I found my dog chewing away on the control pad; he somehow knew I had bought *Code: Veronica* and obviously wanted to play, too. Don't let the Dreamcast Virus affect your pets. Beware! *Mouaan Saeed (aka Rebel), Liverpool*

PS. I took the controller with the receipt back to the shop but the angry owner refused to swap it. I've enclosed the controller with this letter, see if you can fix it.

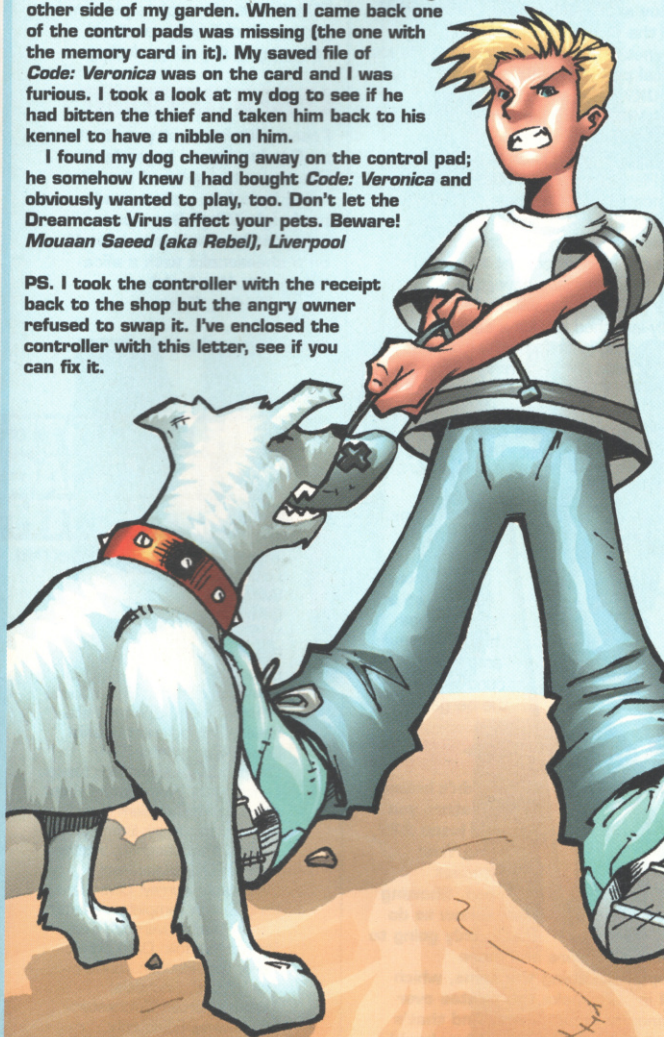


ILLUSTRATION: Michael Bowden and Enigma

GNASHING OF TEETH

I was gutted after reading the feature on Gaming Urban Legends; I spent good money on the *Dennis The Menace* game for the Amiga; no wonder I couldn't complete it. It was impossible and now I know why. *Tom Dentith, Flintshire*

NOT PERFECT (THE BACKLASH)

I'd like to ask what the hell is Luke Nardori on about (Issue 222). *Perfect Dark* looks really good and is going to be way better than *GoldenEye*.

I'd also like to complain about your reviews on the PlayStation 2 - the games don't deserve 5/5. *RR5* does not look that good and the gameplay is the same. *Street Fighter EX3* looks pants and I think *GT2000* and *Tekken Tag* are going to be the same as the PS1 titles with better graphics. In fact, *Tekken Tag* does not look better than *Soul Calibur* or *Dead or Alive 2* on the Dreamcast.

I say bring on X-Box and Dolphin. *David, Wolverhampton*

PICTURE-CHU

Please find enclosed a picture I drew of my favourite Pokémon. *lignesh Mistry, Leicester*



QUESTIONS, QUESTIONS

Will there be a *Final Fantasy 9* or *Resident Evil 4* and is the 64DD going to be available in the UK? Are Eidos going to take Lara Croft away because I will be seriously f**ked off. If they get rid of Lara, their shares would drop about 50%. *Stephen Burke, Ireland*

Yes, there will be a *Final Fantasy IX*. Square have registered URLs for up to *Final Fantasy* number 15, so expect game number nine not to be the last. No, the 64DD will not be on general release here in the UK. Soz. Lastly, you certainly have not seen the last of Lara

and her two friends. (Cheer or boo according to preference, now) Expect more adventuring from her in the future.

GAME.COM

I thought I was the only person with a Game.com until I read the letter from Tom in Cornwall (Issue 222). What I want to know is, has Tom got any software for it and if so, where did he get it? I can't find it anywhere! *Four Man Crowd Called Dom, Kent*

DRAGONS AHOY!

In last month's issue you said in the Urban Legends rumours bit that there was a space dragon in *Elite*. IT IS TRUE! Some time back in CVG there was a letter about my Acorn (which, sadly, has now passed on). On this grand old machine (god rest its soul) was a copy of the legendary game. However, if I recall correctly, the monster was in the 5th galaxy.

Well, that's all for now as I've got to go and save the world (again) from Dr. Evil and his seven-inch hypodermic needle. Bye for now. *Devraj J Joshi, Dorset*

BIRTHDAY ON THE ROPES

I am concerned that there aren't going to be any wrestling games on the PC. As I don't have a console I am extremely disappointed that I can't choke-slam Triple H or tombstone Mankind. I think that PC companies should make one immediately

as it's my birthday at the end of May. *Jamie Preston, Tyne and Wear*

GIZ A JOB

I have always wanted to be a computer games reviewer, mainly because I've always had strong opinions about games. I would love to review games for your magazine; at the moment I am 16. *Chris Jones, Essex*

Chris, apart from a huge knowledge of everything games, you are going to need some formal qualifications to prove to potential employers that you can do the

"Tekken Tag (on PS2) does not look better than Soul Calibur or DOA on DC"

David, Wolverhampton

YOUR LETTERS

"Does the PS2 produce FMV continuous sequencing graphics? If it does, I'll pee myself"

Michael Ballantyne, London

JOKE OF THE MONTH

I would really appreciate it if you could publish one of my funny stories. It's got nothing to do with games but should make you laugh...

One day, a man walks into a dentist's office and asks how much it will cost to extract wisdom teeth. "Eighty dollars," the dentist replies. "That's a ridiculous amount," says the man, "Isn't there a cheaper way?"

"Well," the dentist says, "If I don't use any anaesthetic I can knock the price down to \$60." Looking annoyed, the man says, "That's still too expensive."

"Okay," says the dentist, "If I save on anaesthesia and simply rip the teeth out with a pair of pliers I can knock the price down to \$20."

"Nope," says the man, "It's still too much."

"Well," says the dentist, scratching his head, "If I let one of my students do it I can knock the price down to \$10."

"Marvellous," says the man, "Book my wife in for next Tuesday!"

Gerard Griffin, Ireland

job. Your best bet, once you've finished your exams, is to go into further education and study journalism. This would give you the basic skills needed to work as a writer for a magazine. Your school's career advisor should be able to tell you what's available and what course would suit you best.

One word of warning: there are very few jobs available on games magazines like CVG and the competition is fierce when a position becomes available. So have a back-up plan in mind with what you want to do.

NOSTRIL HAIR

What's the good of a games console if it can model every single grain of sand on a beach individually, but all the games for it are boring and unoriginal like *Tomb Raider 10* and *Cool Boarders 20*? Are PS2 developers going to try and model individual nostril hairs next while producing *Crap Fighters 45678910*?
Timothy Chmielewski, via email

TIE A KNOT IN IT!

Can someone tell me, does the PlayStation 2 produce constant FMV sequencing graphics? Cos if it does, I think I'll pee myself. Please reply soon as I can't hold it in much longer.
Michael Ballantyne, London

If you mean can the PS2 produce M-Peg 2 quality movies, which can be sequenced in as part of a game, then the answer is yes. Fresh pants, please.

DC DVD

Can you play DVD films on a Dreamcast to be viewed through your TV like any other DVD player? Are there many developers producing software for the DC? Although I don't think the PS2 will do well, do you think Dolphin will be a better console than the DC. Lastly, if I was to buy a DC without any accessories, just the standard connection (no internet) and a controller, what is the typical price I should expect to pay in the UK?

Paul McCudden, via email

You can't play DVDs on the Dreamcast - only PlayStation 2 can offer that at the moment. There's a whole load of big developers making some really cool games for Dreamcast, so you don't have any worries on that score right now. No-one knows how good, or otherwise, Dolphin will be when it's finally launched but it's a safe bet that it will be a big jump in quality from the N64. Lastly, the recommended retail price for DC with one controller is £199. All machines come with the modem that allows you to hook the console up to the internet. There isn't a

cheaper version without one. It is worth shopping around though, as we have seen some shops bundling games and extra controllers into the bargain.

ALL CHIPPED UP

I couldn't believe the feature you had in Issue 222, *Getting Your Dreamcast Chipped*. Showing people how to do this is only going to

encourage more and more people into doing the same, which will in turn make the pirates ever keener to copy games. And that's got to be a bad thing. Why should someone pay £39 for a game

POKEGAME

I have thought about a new game, *Pokémon 64* for the Nintendo 64. I would like Nintendo to design a hardcore battling game based on the Pokémon series. This game would be a two-player or a one-player battle with a Career mode where you could catch most of the 150 Pokémon. In this career mode you would have an opportunity to collect six or more badges to enter the Pokémon League. The two-player mode is where you could choose your best Pokémon to battle against your mate's Pokémon.

The Practice mode would enable you to train your Pokémon and battle against Gary Oak (Ash Ketchum's rival in the series). The game is different to the like of *Pokémon Red* and *Blue*, and *Stadium* on N64, as you could explore 30 different 3D worlds where you could catch lots of Pokémon.

Your biggest fans,
Martin and Michael Thompson



while another person is getting a bent copy for a fiver? You owe me an apology.

Davie Hurne, Wales

As we explained in the feature, chipping your Dreamcast isn't illegal and as Dreamcast GDs are really hard to copy, piracy on DC isn't a problem right now. All chipping your DC will do is allow you to play import games. So chill out, we're not encouraging any dodgy dealings.

A PIECE OF (CHEESE)CAKE

I read with interest your feature on Gaming Urban Legends. The one about the original Pac-Man being based on a pizza made me laugh. Why? Because everyone knows it was based on a cheesecake with a slice taken out. You fools!
Jamie Parker, Kent

That's what you think, is it? OK...

WHO WROTE TO MAILBAG THIS MONTH

Thomas Anderson, Earth; Alex Reid, London; Becky Nutbeam, Winchester; Nicholas Judah, Birmingham; Adam Moran, West Yorkshire; Stephen Brierley, Birmingham; Paul Davies, East Sussex; Leslie, London; Jade Farrington, Staffordshire; Jamie Preston, North Shields; Peter Green, Bournemouth; Daniel Dodds, Sunderland; Gary Chippendale, Lancs; Nick Naylor, Lancs; Dark Wolf, Havant; Lee Ackerley, Bolton; Sam Kirk, Nottingham; Mark Bradley, Essex; David Vaughan, Walton; Graham Dingsdale; Paul Watterston, Surrey; Clive Hardy, York; Simon Templeton, Staffs; Kerry Peach, Liverpool; Gez Palmer, Norfolk; Dave David, Ilford; Tom Hooper, London; The Wizard, Rochdale; Timothy Harper, Colchester; Lee Lowrey, Edinburgh; May Walter, Julie Craven, Newcastle; Wilson Smith, Paris; Keith Parker, Somerset; Seth Archer, Cambridge; Jason Brown, Leeds; Willy Hudson, Suffolk; Carl Poxon, South Shields; Wayne Saunders, Avon; Jerry Smith, Cardiff; KC Parker, Chorley.

Jamie Parker, Kent

"Everyone knows Pac-Man is a cheesecake with a slice taken out"

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REVIEWS

WHAT'S IMPORTANT

The Computer and Video Games Five-Star Award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.

FAIR We're not biased. A good game is a good game, regardless of format or who has made it.

THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions, either. We'd rather wait and give you the full, accurate story.

KNOWLEDGE Computer and Video Games is 18 years old. We were the world's first games mag – which means we've played more games than any other mag. Our writers are all experts, have years of experience and know what makes a cracking game.

computer and video
GAMES



Any game that earns the Five-Star Award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...



84 **CODE: VERONICA**
As close to sex as DC comes



86 **GALERIANS**
Scanners meets Resi



110 **ECCO THE DOLPHIN**
Turn on, tune in



COST: £29.99
OUT: JUNE

MULTIPLAYER: NO

VAGRANT STORY

Take your seat for the adventure of a lifetime

WORDS & SCREENSHOTS: DEAN SCOTT

A Square game? Sorry, I don't do RPGs. Easy there, fella. *Vagrant Story's* nowt like that, it's an amazing blend of adventuring, action and puzzling. Don't be fooled by talk of hit points and magic; it takes the best parts of RPGs (story, character advancement and setting) and throws away the crap (the terrible and confusing control system). What you get is a game that looks a bit like *Metal Gear Solid*, and plays like nothing else out there. It could be the answer to your prayers.

METEOR MADNESS

Vagrant Story makes a pretty deep role-player a joy to play with its simple interface. Holding L1 freezes the game and lets you use items, cast spells, equip new weapons and select your chain abilities for when you get involved in a fight. Told you it was easy to use.



Your hit points are your health. If it gets to zero, you die. You'll take damage in battle, but you collect herbs en route that heal you, and learn medical spells too. Don't take too many risks. And make sure you're carrying enough health to take a baddie's best shot



Magic points go down when you cast spells, but you can replenish them with herbs. You'll need to because some enemies are only hurt by magic. HP, MP and Risk points recover when the main character, Ashley, isn't fighting – and more quickly if you put your sword away



Risk points build up as you fight. The higher they get, the lower your chance of hitting your foe in battle. Always use spells or herbs to keep the number down. If it gets too high you won't win a fight because you'll never score hits

POPULAR BAD GUYS

You'll be spending a lot of time in the dungeons, and the same faces just keep cropping up, begging you to cut them open with a sword and pour vinegar into the gash. A baby could muller some of them with a rattle, while some have taken a big dose of hard pills.



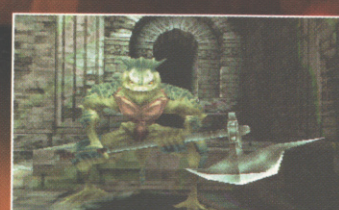
Dogs and bats are easy. Just watch out for them as they attack quickly. One hit does for the flying rodent, while a couple tames Rover



Hmm. Big rock chap. *VS* gives no clues how to beat the big boss characters, which might frustrate some people



Undead like these are common, but if you can string four or five attacks together in a chain, you'll quickly send him back to the crypt



These lizardmen are hard. Weaken them with a degenerate spell and then hack away. Long battles mean you'll have to keep reducing your Risk meter

INSTANT PLAYER GUIDE COMBAT ROCKS

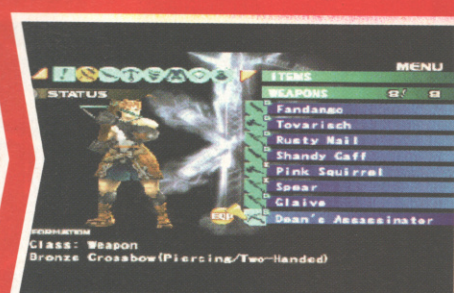
Start a ruck in *Vagrant Story* (and yes, you can avoid fights if you like, unlike *Final Fantasy*) and something cool happens. A green grid blasts out from Ashley indicating his attack area. You can also nominate which part of a beast to attack (head, body, limbs) and you take damage in the same way.



Check the attack radius of my basic sword. Weapons like the crossbow have an even wider attack area. Nominate a body part to have a hack at



The first blow connects, and a series of well-timed button presses will prolong the attack for as long as you keep hitting the right buttons at the right time



If your current weapon isn't doing the job, you can make a new one. Find a grip, and a blade, and meld in a couple of magic gems to give it special powers. Then give it a name

TOUCH LOTS OF BOXES

Anyone who remembers a computer called the Sinclair Spectrum will remember one of its classic titles: *Head Over Heels*. That game frequently asked you to lift and shift blocks to solve puzzles and access new areas, and *Vagrant Story* has an equally evident penchant for boxes.



There doesn't appear to be any way out of this room until you shift into first person mode. A quick look round and you spot a raised doorway, which is too high to jump and grab onto



Cunningly enough, the room features a couple of boxes. The darker ones can be destroyed or shoved, and the lighter ones can be picked up and moved

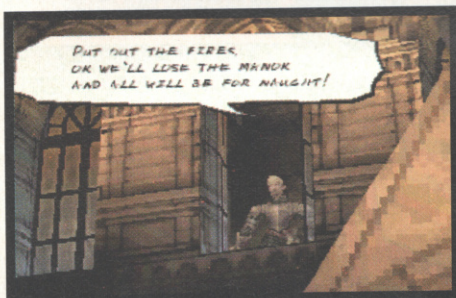


Push three darks together, and make a tower with the two light ones. Ashley climbs up and onto the ledge which houses a new doorway

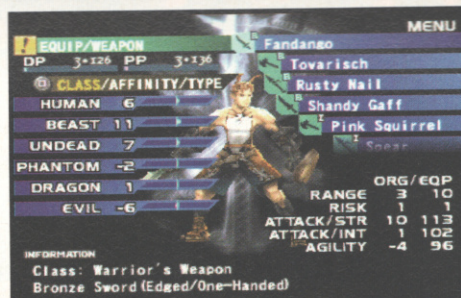
"The cut scenes are staggering. As

POLISHED TO THE MAX

Every aspect of *Vagrant Story* has been shined with the Square happy-rag. The main title screen looks gorgeous, and even the map screens you access in-game are a visual treat – motion blurring as you spin them around. The cut scenes are staggering; awesome direction means they are as engaging as anything you've seen on TV.



There are no voices in *V/S*. Characters speak in these charming speech bubbles. The dialogue is almost Shakespearean in style, and hammy voice-overs would've killed the drama



Even the inventory screen is slick and easy to navigate. Not too sure about the weapon names though: Shandy Gaff? Sounds like the alcohol of choice for the under 10s. And Pink Squirrel? No comment



The maps give you clues as to where to use objects you picked up, but only in rooms you've already discovered. Secret rooms are not given away

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BASICS

There are a few core skills you'll soon use without thinking in *Vagrant Story*. If you're just starting out, make sure you're clued up.



Look around. Hitting Start switches the game to first-person mode. It pauses and you can scan for hidden doorways and chests. Sometimes killing all the baddies in a room opens locked doors



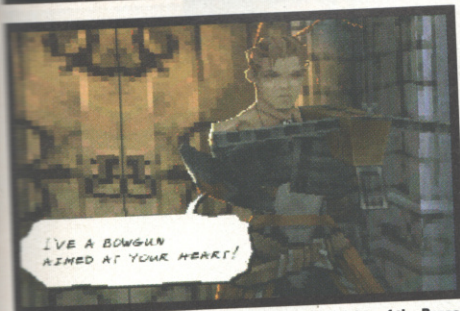
If you choose Snake Venom as a chain ability, use it. Hit an enemy with a ranged weapon, and then back off and let the poison kill them slowly. And laugh



When chaining attacks, don't look at where the blow actually connects – keep an eye above Ashley's head. You're better off reacting to the exclamation mark than the sound of sword on bone

RPG. REAL PRETTY GRAPHICS

'Cinema-quality sequences' is probably the most inaccurate phrase applied to PlayStation games. *Vagrant Story* has a style all of its own: all the cut scenes are drawn in the game engine and look great, thanks to a unique graphic style.



Ashley Riot. Hero. Member of the elite Valendia Knights of the Peace Riskbreaker unit. The brutal murder of his family affected him greatly



Bad guy Sydney Losstarot, leader of the Mullemkamp cult. Ashley has tracked him to the earthquake-ravaged city of Lea Monde



One of the frightening boss characters. Be scared, but then get in really close otherwise his Thermal Breath will bake you up real nice

as good as anything you've seen on TV"

CHAINS EXPLAINED

Vagrant Story pioneers an innovative combo system for battles, where you assign special chain attacks to joypad buttons and hit them at the exact second Ashley hits an enemy. Get it spot on and the attack counts, and you get the chance to do another (different) chain attack. Longer chains mean bigger damage, but raise your risk meter.



Ashley recovers chain abilities from his suppressed subconscious as you play the game. A useful early one is Heavy Shot, which adds 70% extra damage to a successful hit



The time to hit the button is shown by a red exclamation mark that flashes briefly over Ashley's head. Get it spot on and you go again, and again until you miss a mark



Defensive abilities can be used in the same way. Impact Guard halves the damage you take if you use it the moment you get hit, and Reflect Damage pushes some damage back onto your assailant

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Soul Reaver (DC, PS, PC), *Final Fantasy VIII* (PS, PC)

VISUALLY WITHOUT EQUAL

Few videogames come close to matching the visual spectacle that is *Vagrant Story*. On any format. RPGs are famed for their plots, and *Vagrant Story* is extra special. Lead character, Ashley, wracked with guilt after the murder of his wife and child, plagued by flashbacks, is awesome.

BROKEN IN GENTLY

The game carries off a tricky mix well and you really do feel in control of Ash's destiny, even though it's essentially quite a linear game. A cracking control system helps, and you're eased in gently to the more hardcore RPG aspects, like magic and potions. The way these aspects are drip-fed into the game makes you curious to learn about them, rather

than being bamboozled by a screen of figures and lists from the off. Third-person exploration and puzzles makes it feel even less like an RPG.

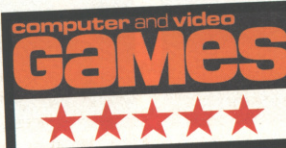
RECONSIDER RPGS

You need no prior experience of RPGs, and anyone who's played a pen and paper role-playing game will probably agree that *Vagrant Story* captures that style better than any other console RPG. The trade off for all this accessibility is two-fold. RPG nut Lee Skittrell enjoyed the game far less than I did, saying it played more like an adventure. It's also less than half the length of *FF VIII*.

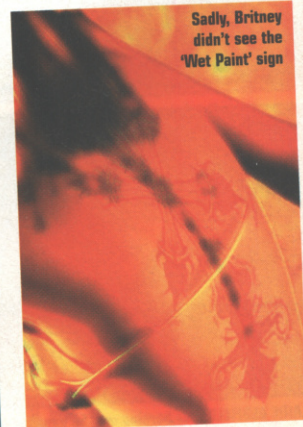
ONE OF THE BEST PS GAMES EVER

Vagrant Story innovates with its controls and combat, and

enthralls with a stunning plot. The block puzzles are quite old school, but they add another facet to a cracking game. A word of warning though: if you truly, genuinely and utterly hate role-players, you might not have the patience when the stat element heats up. On balance, though, this is still in my top ten PlayStation games ever made. Clear a space in your life and buy it.



Sadly, Britney didn't see the 'Wet Paint' sign





COST: £39.99

OUT: JUNE

MULTIPLAYER: **NO**

RESIDENT EVIL CODE:VERONICA

The game your Dreamcast was made for



WORDS & SCREENSHOTS: MAURA SUTTON

Poor Claire Redfield. No sooner has she escaped from the living hell of Raccoon City in *Resident Evil 2*, than she finds herself locked in a cell in Umbrella Corporation's private prison. She's still searching for her brother Chris, but first she has to find some way to escape from her island prison. Take a deep breath. Here we go again!

HEROES

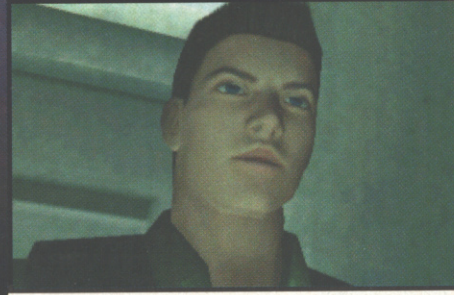
When Claire escapes from her cell she's left to fend for herself against all the zombies, hunters and assorted weirdos. As the game progresses, the plot develops dramatically in true *Resident Evil* style as Claire meets up with some surprising allies.



CLAIRE REDFIELD. Our heroine may be appalled by what she finds in prison but she's still determined to find her brother – at any cost



STEVE BURNSIDE. Held prisoner on the island along with his parents, he is now an orphan in the most horrifying of circumstances



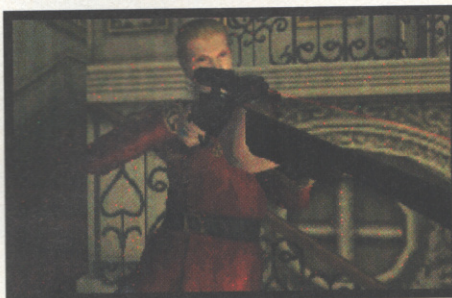
CHRIS REDFIELD. A shadowy figure since the first *Resident Evil*, his return is heralded with the power and dynamism it truly deserves

TWISTED SIBLINGS

Alfred and Alexia are two of the most fascinating gaming villains to emerge in a long time. As you progress through the game, you'll feel increasingly uncomfortable about the sick 'relationship' between this brother and sister. In contrast to the purity of Chris and Claire, Alfred and Alexia are morally bankrupt with a legacy steeped in *Resident Evil* folklore. Very nasty.



ALEXIA. The scientific genius of the Ashford family. Resurrected by unusually devoted brother Alfred after a fatal accident



ALFRED. A cold-blooded sociopath with a penchant for torture. Relishes the chance to toy with some fresh meat – Claire and Steve



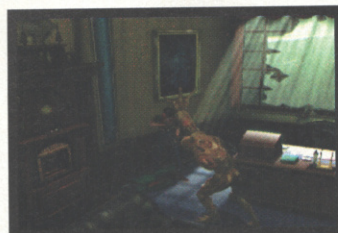
What a beautiful couple! Such a pity that they're brother and sister, and one of them happens to be dead. How depraved is that?

ACTION PACKED

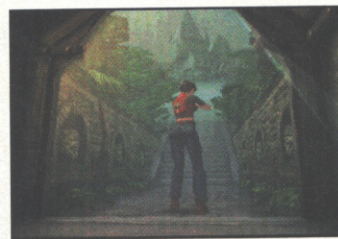
If you've played any of the previous *Res Evil* games (and if not, why not?!), you'll be familiar with *CV*'s gameplay. It's business as usual on the survival horror front, slaying zombies, solving puzzles and running around a lot. The map system is the same, the controls are the same and the weapons and herbs are the same. It all just got bigger and better.



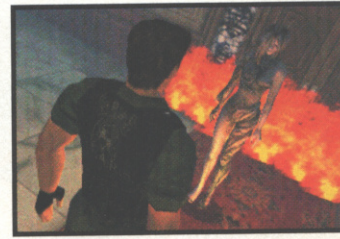
PUZZLES. As devious as ever – from rolling a dice to make a dead body appear, to a door that can only be opened by inserting a tasty set of Gold Lugers



MONSTERS. The giant spiders have been made over for extra vileness, while the long-armed Bandersnatchers (above) are a welcome addition



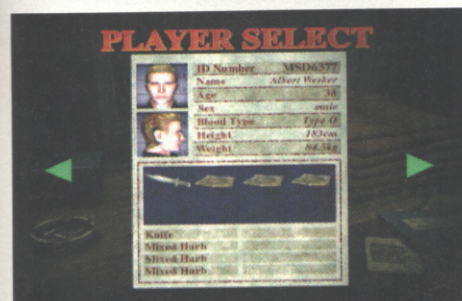
EXPLORE. The Ashford Family Residence is a horror masterpiece, full of flapping bats, defiled statues and dark dusty secrets. Your skin will crawl



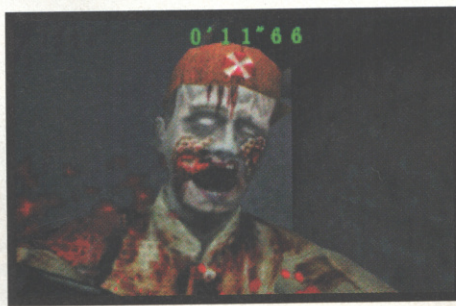
BOSSSES. The bosses are truly shocking. Here's Alexia turning up the heat on poor Chris. Later she mutates into a venomous bitch from hell

BATTLEMODE

Just one of the many reasons why you have to buy this game! When you've managed to complete the whole thing, you get to play the Battle Mode, which is similar to the Mercenaries secret game on *Resident Evil: Nemesis*. This time you get the chance to play in first-person as well, a bit like *Resident Evil Survivor* only far superior.



SELECT SCREEN Unlock characters in Battle Mode by finding objects in the main game or by completing the Battle Mode as each character



FIRST-PERSON The detail is so staggering you can almost feel the squelch of their putrefying limbs as you slice through them. Nice



THIRD-PERSON Battle Mode is actually a little easier this way, and once you've learned the course you'll achieve some really fast times

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Resident Evil 1-3 (DC, PS, PC, N64)

SICK THINGS

The *Resident Evil* series has always dabbled in the dark side of life, but with *Code: Veronica* it takes on a fresh and distinctly adult twist. The Umbrella Corporation is still at the heart of all things bad, but the introduction of Alfred and Alexia gives evil a more human face. The development of these characters

makes this the most chilling and unsettling game of all.

SO GOOD IT HURTS

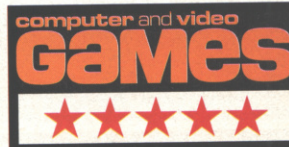
Resident Evil is already one of the finest series of games. The awesome technology of the Dreamcast has allowed it to take a giant flying leap to the next stage of videogaming history. Suddenly you'll wonder how you found those fuzzy

old backgrounds so creepy, or why Mr X and Nemesis had you leaping out of your seat and screaming so often in the past.

CODE: AWESOME

CV is *Resident Evil* as it should be, in all its lush, gory glory. Sega should forget about touting tired old Lara as the saviour of the Dreamcast. *Code: Veronica* is the game that

every home should have. Now check out our Masterclass.





COST: £39.99
OUT: NOW

MULTIPLAYER: NO



WORDS & SCREENSHOTS: LES ELLIS

GALERIANS

It'll take more than Nurofen to cure this headache

Survival horror doesn't stop at zombies eating grenade launcher death. *Galerians* goes for the classy horror approach, using psychological mindgames instead

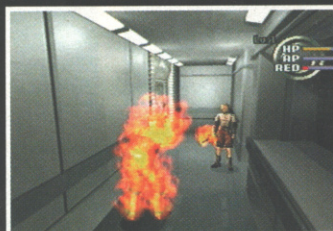
of splashing gore all over the place. Psychic powers, pyrokinesis and a boy who's been experimented on and is reliant on drugs - sounds like something off a daytime TV talk show.

I HAVE THE POWER

Just to show how much harder he is than Jill Valentine and the *Res Evil* crew, our hero doesn't even bother with weapons. He just uses his mind powers to pull off tricks that would make Paul Daniels wonder how he did it.



Telekinetic powers. Charge it up and knock someone off their feet. Top laugh at school, we reckon



Pyrokinetic. Charge it up and watch as your victim bursts into flames. Toast anyone?



Freak out. Use your powers too much and your head starts to hurt. You'll need more drugs



Psychic probe. Raise your hand to any object and it can reveal clues as to how to use it

SMACK MY BITCH UP

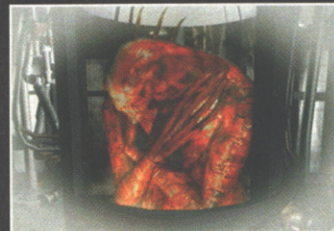
To hell with zombies, lickers and mutant dogs, *Galerians* has some really devious characters to fry or blast to hell. And these freaks can actually get out of your way, unlike the mindless undead you'll be used to.



Ah, the mad professor. A few fire blasts should do it - but wait, there's a nasty surprise in store



These guys are called Rabbits thanks to the *Galerians* research. Bunny stew, anyone?



Agh, all I did was examine some containers and these guys came out to play



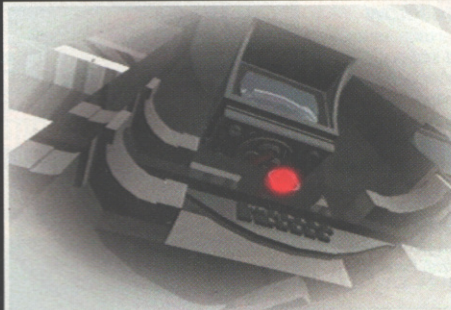
OK, so they're human, but that's where the niceties end

FLASHBACK, ITS JUST AN ILLUSION

We know your name, and the fact that you're in trouble. The rest of your history you have to piece together from flashbacks when you scan objects. Some are strange and some are scarier than Dean's laundry bin.



That's you, strapped into the scientist's chair. With social services like these, who needs enemies?



A clue. A strange number is written on a wall - scan it and it reveals a piece of machinery. Are the two connected?



Bloody hell, that's your mother. Whose house is this, Jeffrey Dahmer's?

LOSING YOUR MIND

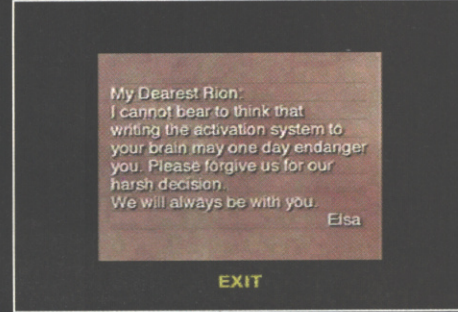
Any psychiatrist could make a career out of the mess that was formerly Rion's mind. Setting fire to stuff by looking at it and killing people without touching may sound cool, but look at what else he sees in his head.



Mum's dead in a fridge, and now your old man popped his clogs too. Doesn't look accidental either - and what's the deal with his watch?



Now that's something your average ten-year old gets up to every day. Totally normal. I bet his teachers even let him do it at school



So your mum and dad put something in your brain. Cheers guys, I only asked for some Pokémon cards

"These freaks can actually get out your way, unlike the mindless undead you'll be used to"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Resident Evil Nemesis (PS), Resident Evil Code: Veronica (DC) Resident Evil 2 (N64)

Okay, let's get the obvious bit over with. Yes, this is a lot like the *Resident Evil* games. Even the main character is named like one of the *Res* guys (Rion - Leon). But before you shout "rip off!", just think: all platform games pretty much play the same, as do all fighting and racing games, so don't write this off just because it's a homage to, or is influenced by, a classic gaming series. **NOT QUITE EVIL**

That said, *Galerians* isn't quite the stunner that the *Res* games have been. The first section, taking place in a hospital, is its weakest in terms of level design. There isn't much variety in the graphics and although the plot is carried along via some intriguing clues, it pales in comparison

to the later stages. And as disturbing as some of events in the hospital are, it's not until the house and later stages that all hell breaks loose.

SCANNERS GETS EVIL

Imagine crusty old horror film *Scanners* mixed with *Res Evil* and you've pretty much nailed *Galerians*. Using psychic powers to kill people and taking drugs to control these powers is an interesting alternative to just blasting zombies with guns and rockets. Using extra psychic powers to gain clues from objects is much more fun than reading notes or being told what key fits what door. It also means the puzzles actually make sense, rather than moving statues to get a jewel to get a key.

DO NOT DISTURB ANY FURTHER

As you discover *Galerians*' darkest secrets (murdered mother in the fridge, drugs hidden in piles of toys) this becomes much more intriguing than the gore fest that is *Res Evil*. It's unusual for a game to get inside your head so much that you just have to find out what happens in the end. It's up there with *Resi* games and some will prefer the psychological horror to mindless zombie bashing.



COMPETITION

Ten copies of this disturbing shocker are up for grabs. Answer this:

What is the name of the hero in *Galerians*?

A/ Leon
B/ Rion
C/ Peon

Send your answer marked "Make my head explode" to CVG Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London EC1V 7GP.

The closing date for entries is July 12th, so get yours in sharpish. Good luck!



COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4

WACKY RACES

Race yourself silly in this corking karter

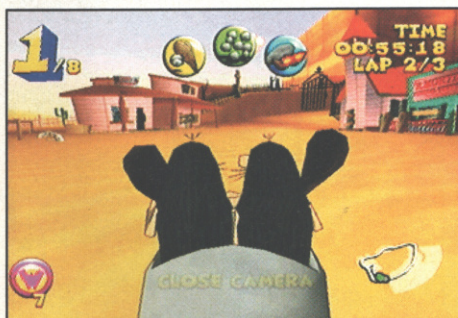
WORDS & SCREENSHOTS: LEE SKITTELL

WHAT YOU NEED TO KNOW

If ever there was a cartoon series destined to be turned into a ker-azee kart racer, *Wacky Races* is surely it. So what happened in the early 90s when it got the videogame treatment? It was turned into a stinky platformer. Doh! Now, the classic cartoon has been given the attention it deserves and it's obvious that the game has been crafted by a team that both loves and respects the series. Bravo!

SPECIAL SKILLS

Each of the initial ten selectable racers has a selection of special skills to scupper the opposition mid-race. These range from the Slag Bros' Batter-Up attack to Peter Perfect's Super Rubber Shield, and are individual to each racer. More skills can be won and unlocked as you complete courses and race against the boss characters. These skills allow for far more tactical play than other racers and combining them effectively is the trick to being crowned wackiest racer of them all.



All of the crazy contenders appear, but you'll have to race hard to unlock everyone's favourites, Dastardly and Mutley



CHARMING DEVIL

Wacky Races has a graphical style that suits the action perfectly, and is similar to the cartoon shading seen in the forthcoming *Jet Grind Radio*. The effect adds to the game's charm and, along with authentic sound effects and voice samples, recreates the cartoon perfectly. This is coupled with a fab commentary and superb course graphics.

STAY ON COURSE

The races are split over a variety of themed areas and you select them by driving around a central 'hub'. Exploring this area can lead to new tracks and challenges, as well as locating the bosses. You get stars for winning races which give you access to new stages. The courses themselves are fiendishly designed with shortcuts and obstacles aplenty. They're a bit confusing and you can lose pole position by simply brushing a trackside object.

WORTH PLAYING?

Amongst the recent throng of barely average cartoon racers, *Wacky Races* shines like a gem. It's influences are obvious, but the action feels fresh enough to ensure you get a quality ride. The game's actually more fun in single player than with four mates and has enough challenge to keep you at it for weeks. Like James Bond on laughing gas, *Wacky Races* is funny, frantic and full of charm.

computer and video
Games



IF YOU LIKE THIS TRY THESE...

Diddy Kong Racing (N64), *Super Mario Kart* (SNES)



COST: £34.99
OUT: NOW

MULTIPLAYER: NO



THE MISADVENTURES OF TRON BONNE

Surprisingly cool for a *Mega Man* spin-off

WHAT YOU NEED TO KNOW

You control a giant robosuit from the inside, stomping around and issuing commands to your loyal troop of Servbots. These yellow-faced boys are about a foot high, act and talk like five year-olds, and are quite happy to rob places on your behalf.

GO IN THERE, NICK THE TV

The game is mission-based and you can choose from a selection of 'action', 'puzzle' or 'RPG' scenarios. The visual style is charming, and you'll never tire of sending robot children out to pillage.

WORTH PLAYING?

Tron Bonne is amusing and has nice touches to keep you playing. There's nothing else like it out there at the moment, and if you like your games weird to the max, you should try it.

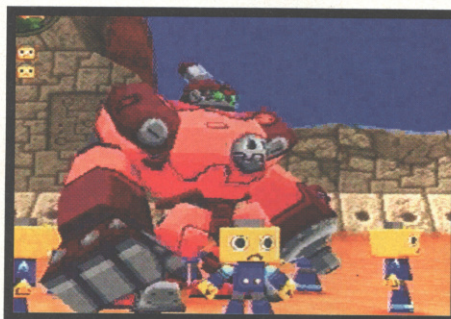
WORDS: DEAN SCOTT SCREENSHOTS: JUSTIN TAN

computer and video
Games



IF YOU LIKE THIS TRY THESE...

Virtual On (Saturn, DC import),
Mega Man Legends (PS)



These fellas also appear in *Marvel vs Capcom 2* as fighters. Coolio



COST: £34.99
OUT: NOW

MULTIPLAYER: 2 TEAMS UP TO
8 PLAYERS



WORDS & SCREENSHOTS: LEE SKITTRELL

SHOGUN TOTAL WAR

Sod the tai-chi, let's get it on!



WHAT YOU NEED TO KNOW

Awesome battles and cunning strategies ahoy as you attempt to reunify 16th century Japan by kicking off with six other clans and becoming the new Shogun. First you command your troops, *C&C*-style, and prepare for battle. When you encounter a rival clan the action switches to blistering real-time strategy. Whoo!

MAN, OH MAN

The level of detail in *Shogun* can be terrifying for the non-strategist. Amazingly, each individual warrior in your army can be controlled as a single unit. When your army is thousands of men strong, that's something kinda special. The multiplayer also has an epic feel –

up to eight players can battle it out as two opposing teams.

WORTH PLAYING?

Shogun: Total War is a huge game, but you'll need to experiment with all the tweakable stats and options to fully engage with the gory, blood-letting fun. *Shogun*'s great, but it's one for the RTS veteran, rather than the newbie.

computer and video
Games



IF YOU LIKE THIS TRY THESE...

C&C games, *Kessen* (PS2)

GIGA WING

FORMAT: DC
PRICE: £39.99
OUT: NOW



It's raining bullets! Hallelujah

NEED TO KNOW

DC gets an unashamedly old school vertical blaster. Two players can battle at the same time, and the bullets fly like snow at times.

WORTH PLAYING?

It looks quite basic, but playing like a maniac. Staying alive for more than ten seconds is tricky, but the weapons are big, the explosions loud and the baddies plentiful.

computer and video
Games



EURO 2000

FORMAT: PLAYSTATION
PRICE: £34.99
OUT: NOW



Fifteen players in one frame? Hmm...

NEED TO KNOW

Another *FIFA* game trying to cash in on Euro 2000 this summer. It's not actually called *FIFA*, but it looks and plays the same as *FIFA 2000*.

WORTH PLAYING?

You get a few extra skills and European international teams. You don't get club teams. It's a polished and competent kickabout, but it's no *ISS* and it's certainly not original.

computer and video
Games





COST: £29.99
OUT: JULY

MULTIPLAYER: **NO**



Look at the mess. Whatever trashed the Martian base, it certainly did it in style

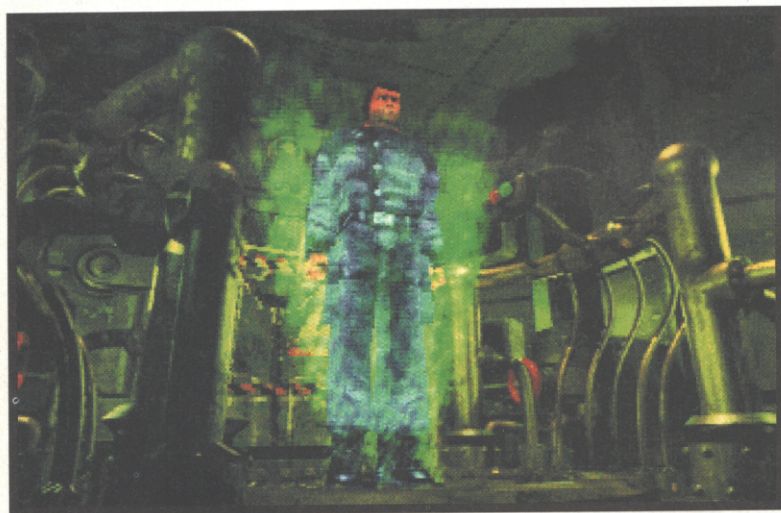
This is Karne. He's mean, moody and starts to lose it as the game goes on



MARTIAN GOTHIC: UNIFICATION

"Mars ain't the place to raise a kid," sang Elton. *Martian Gothic* proves him right

WORDS & SCREENSHOTS: LEE SKITTRELL



WHAT YOU NEED TO KNOW

Game heads who saw 1997 movie *Event Horizon* probably thought how great a survival horror game it would make. Maybe someone on the *Martian Gothic* team thought so too. The setting may have shifted from a deep space vessel to a creepy Martian outpost, but the effective story techniques and gruesome moments are the same. Based on the real-life discovery of microfossils in a Martian meteorite found in the Arctic in 1984, the action takes place in 2019, inside the strangely deserted Vita base on Mars.

KILL SWITCH

Res Evil comparisons are inevitable in games so obviously influenced by that series, but in addition to the familiar control system and standard camera angles, *Martian Gothic* gives the player the chance to switch between the three lead characters at any time in the adventure. Many puzzles involve complex levels of teamwork and object swapping between these three investigators. Your ultimate aim is to discover what it was that went so wrong and to either fix the problem if you can, or get the hell outta there.



MARS ATTACKS

So many recent games have missed the point of this style of adventure: to shock and scare the player, while at the same time telling the sort of story that would sit happily in a Hollywood blockbuster. *Martian Gothic* is spot-on in this respect, with a brooding visual style and a genuinely engrossing story. When Karne says, "There's something waiting for us in this base...it's something in the air, and a special kind of silence," you know you're in for a classy gaming experience.

WORTH PLAYING?

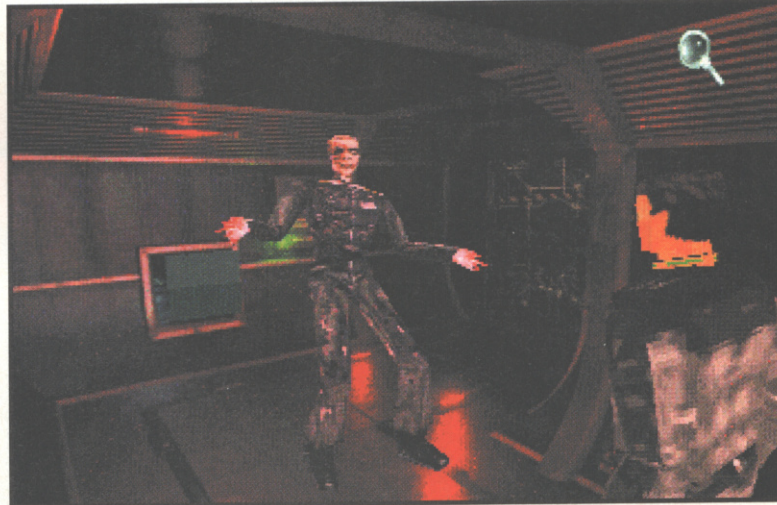
The action's rewarding but progress can sometimes be slow. Puzzles can be tough, and it's made quite clear that if you are to stay alive, your team has to stay alone. Consequently there's much object swapping via vacuum-tubes and character switching, which can get annoying. In spite of these quibbles, *Martian Gothic's* size, style and atmosphere set it apart as something very special indeed. A PC version is coming too.



Lovely cut-scenes add to the atmosphere



The futility of the search for survivors



This floating zombie won't attack you, but he won't let you pass either. Get your thinking cap on. It's puzzle time!



computer and video
Games



IF YOU LIKE THIS TRY THESE...
Fear Effect (PS), any *Res Evil* game

RONALDO V-FOOTBALL

FORMAT: PLAYSTATION
PRICE: £29.99
OUT: NOW



Bit like FIFA... but not

NEED TO KNOW

The biggest name in football signs the inevitable 'own game' deal. The graphics are good, but the playability is lacking.

WORTH PLAYING?

Once you suss the soft goal, games become dull. It plays a bit like FIFA, but not a lot like real football. Get three men sent off (easy) and you automatically lose the match. Huh?

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GAMES



ALL STAR TENNIS 2000

FORMAT: PLAYSTATION
PRICE: £34.99
OUT: JUNE



Where's the strawberries 'n cream?

NEED TO KNOW

Buy Anna Kournikova Tennis if the summer's got you feeling all tennisy. This has a few obscure real-life players (Krajicek the most famous).

WORTH PLAYING?

Animation is OK, but the collision of racket on ball is often a bit wayward. Four-player mode almost saves it, though.

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GAMES



PC
CD
ROM

COST: £34.99
OUT: NOW

MULTIPLAYER: NO



WORDS: PETER WALKER **SCREENSHOTS:** CRYO

DEVIL INSIDE

WHAT YOU NEED TO KNOW

It's survival horror with a twist. You play an ex-cop investigating undead shenanigans at a haunted house while being filmed live for sensation-seeking TV show Devil Inside. You're followed by a cameraman, flying mini-camera and eye-in-the-sky chopper, giving you multiple views of the action - but also a comforting feeling of safety in numbers.

TWIST TWO

At set points in the game you can morph into leather-clad demonic temptress Deva. She has different powers to Dave which are essential to tackle certain sections of the game, but beyond that the Dave/Deva difference seems to largely boil down to weaponry. Dave's arsenal wins hands down though thanks to the sheer joy of grinding zombie face with the fantastic power sander.



THE GUTS

The opening outdoor segment (complete with Uzi-toting grannies) is fairly scare-free and blocky in a *Tomb Raider 1* kind of way, even at max resolution. But indoors is pleasingly claustrophobic (complete with creaking floorboards), while baddies reappearing in sections you've already cleared stop you getting too complacent.

THE MOANS

The initially novel gameshow element becomes more of a bolted-on excuse for the storyline, and doesn't have much direct impact on gameplay. Later on, cheesy host Jack T Ripper tries to lure you into more dangerous areas, but you can largely ignore his advice. It's a shame this aspect of the game wasn't developed further to add another (unique) layer to gameplay - as was originally planned but sadly cut out to hit release schedules.

WORTH PLAYING?

It's survival horror that leaves your underpants fairly safe from soiling. *Devil* boasts some nice touches but it doesn't gel into a compelling experience. Even the Aliens-style live camera static and wild angles fail to pump up the tension. *Devil* offers some original ideas and is worth a look for that alone, but it's some way short of a compulsory buy.

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IF YOU LIKE THIS TRY THESE...

Any *Resi* game (PC, PS, DC, N64), *Alone In The Dark* (PC), *Nocturne* (PC)

REVIEWS



COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4

WHAT YOU NEED TO KNOW

Don't be fooled by the slick visuals, baby-rescuing plot and cutesy cast: *Fur Fighters* will do your head in thanks to a series of annoying flaws. The guts of a solid game are in here, it's just a shame you have to suffer a lot of irritation to find them.

MY FIRST DEATHMATCH

The control system is fussy: you look with the analogue and move with the buttons à la *Turok*. It never quite feels right in the context of a

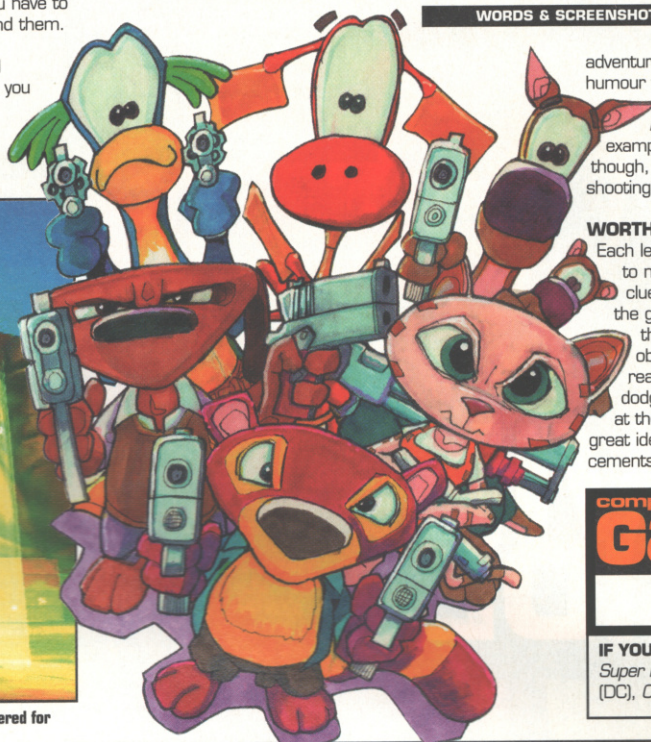
FUR FIGHTERS

Big eyes, primary colours. You're meant to be impressed

WORDS & SCREENSHOTS: DEANO SCOTT



Visual prettiness abounds, and those with a love of fat yellow trucks are well catered for



adventure/platformer though. The humour throughout feels forced: a games shop advertises *Resident Weevil*, for example. The core action is okay though, as you roam around shooting baddies and solving puzzles.

WORTH PLAYING?

Each level is gigantic and a problem to navigate, as you're given few clues to where to head. And the game camera also makes things tricky, letting big obstacles block your view and reacting too slowly when you dodge around blazing your guns at the bad guys. It's got some great ideas, but flawed execution cements its average status.

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IF YOU LIKE THIS TRY THESE...

Super Mario 64 (N64), *Rayman 2* (DC), *Ocarina of Time* (N64)

WHEEL OF DEATH

This month's worst game in the dock

THE ACCUSED

Jedi Power Battles - PlayStation

THE CRIME

Cashing in on Star Wars with a title that blatantly ignores all the rules of good game creation. Loyal Star Wars fans will have already bought it, and hated it.

CASE FOR THE DEFENCE

It didn't need to be a belter.



It'll still sell loads on the name alone. And the swooshing lightsabre sound effects are OK.

CASE FOR THE PROSECUTION

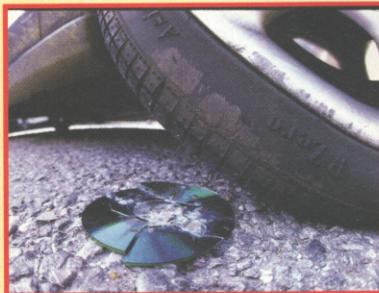
It plays terribly, and ranks as the most disappointing movie tie-in in history along with *E.T.* on Atari VCS.

THE JUDGEMENT

Guilty.

THE SENTENCE

For crimes against expectation, loyal fans and basic gameplay, we sentence *Jedi Power Battles* to The Wheel of Death. We have spun the wheel, and this month's punishment shall be...Run it over! When it's in tiny pieces, no-one will have to suffer its disappointment ever again.



JEDI POWER BATTLES

Forget the licence. Don't even consider it

FORMAT: PLAYSTATION

PRICE: £39.99

OUT: NOW

MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

Power Battles asks you to run a Jedi around some reasonable levels, hacking up droids with a lightsabre. It also asks you to suffer terrible animation, abysmal character handling, repetitive gameplay, slowdown and poor camera angles.

ANY REDEEMING FEATURES?

The lightsabre sound effect is nice, but it feels like a game that should have spent more at the test stage during development. It's like they took all the

bad bits from the *Phantom Menace* game and multiplied them.

WORTH PLAYING?

If you already own it, we apologise - we didn't get review code until the game was in the shops and this is the first chance we've had to tell you about it. CVG loves Star Wars, and we usually trust Lucasarts to make equally cool games (see *Dark Forces*, *X-Wing Alliance*). Tsk, tsk.

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GAMES



REVIEWS



COST: £34.99
OUT: NOW

MULTIPLAYER: 1-8



In one second, we all dine on grilled pork

computer and video
Games
★★★

IF YOU LIKE THIS TRY THESE...
Worms (all formats), *Bomberman* (all formats)



Tommy's Trotters terrorise the Sushi Swine

WHAT YOU NEED TO KNOW

We wanted to say something more constructive than, "It's *Worms* in 3D", but it is. Exactly that. Pigs are the stars this time, and the gameplay feels the same despite the addition of a dimension. You still get to punch people into mines, and getting the power spot on for your projectile attacks is still tricky.

GUNS BUT NO PORK SWORDS

A creditable attempt has been made at a single-player campaign, as you fight a war for control of the pig-shaped Saustrolasia archipelago. You have to earn better weapons as you go, but you

get a fully toolled up swine squadron if you play multiplayer, and that's where the big fun is at.

WORTH PLAYING?

In four-player mode, it rocks. That same *Worms* thrill of landing a rocket on a mate's head is there, and cattle prodding someone into a minefield is pure class. Navigating the landscape in 3D isn't much trickier than *Worms'* side-on perspective, but you spend a bit more time trying to find people, which might bug you. And if that doesn't, Rik Mayall's voice-overs at the end of each turn certainly will.

HOGS OF WAR

WORDS & SCREENSHOTS: DEANO SCOTT

Suck on that, porky. We're makin' bacon



IN COLD BLOOD

Missed opportunity makes your blood run cold

FORMAT: PLAYSTATION

PRICE: £29.99

OUT: NOW

MULTIPLAYER: NO

WHAT YOU NEED TO KNOW

The skewed humour, fiendish puzzles and stylish settings of *Broken Sword* gets a third-person adventure makeover. You're agent John Cord and have no proper recollection of recent events. During an interrogation - and cleverly, the game - you help him remember who betrayed him and why.

WHAT A WASTE

In Cold Blood wants to be an intelligent survival horror/point-and-click adventure cross but fails.

Progress can be painfully slow and the loading times frustratingly long. Character animation is hilariously bad, though many backgrounds are gorgeous. Despite great voice acting, you don't connect with the characters.

WORTH PLAYING?

If you're very patient you'll find a great story and some superbly designed puzzles, but you're gonna have to put yourself through hell to get there.

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COST: £19.99
OUT: NOW

MULTIPLAYER: **NO**

WHAT YOU NEED TO KNOW

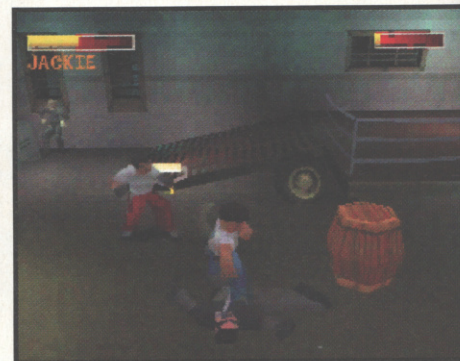
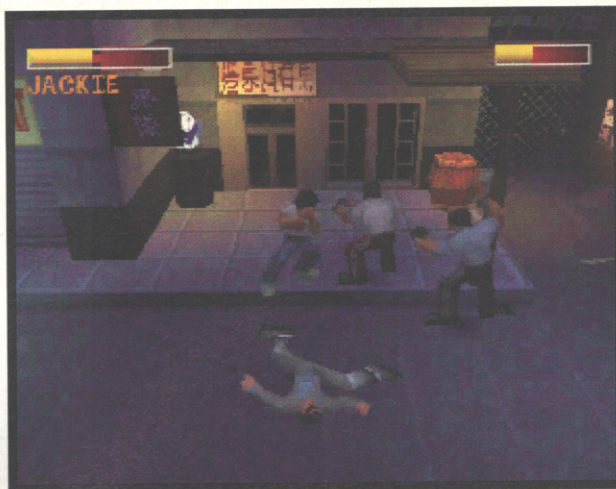
In the 30 seconds we allowed ourselves, we couldn't think of a single living person cooler than Jackie Chan. Not only does he make fine action movies, he also insists on doing his own stunts, which usually involves him doing himself serious damage. Now a game is hoping to slide you into Jackie's karate slippers: kicking lots of people in the chops in inventive ways and doing some stunts as well.

CUNNING STUNTS

How this translates into a videogame is as a *Dynamite Cop*-style game, with some neat platformy stuntage thrown in. Example? How about being chased down an alley by a sports car, dodging a speeding train, or riding on the top of a truck? Sound cool yet? Good. The fact that it's Jackie brings a lot of fun to the game. He's constantly cracking one liners, and the character looks just like him, in a tight white t-shirt and '70s jeans and trainers. Tidy.

LOADING. PLEASE WAIT

For the most part the game is cracking fun. Jackie's got a cooler



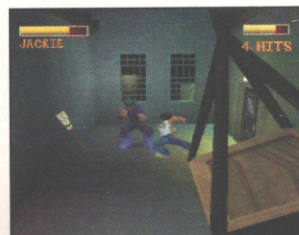
JACKIE CHAN STUNT MASTER

Your chance to be the coolest man alive

WORDS & SCREENSHOTS: DEAN SCOTT



selection of moves than is usual in this type of game, and the whole idea is to make each 'scene' look as cool as possible. Games which encourage you to show off are held



in high regard at CVG. Repeated button tapping is usually good for a baddie-mashing combo, but for comic effect punch them off piers and onto hot griddles. But most annoying are the loading times, which kick in even if you drop Jackie down a hole at the very start of the level. Aaarghh!

WORTH PLAYING?

Jackie Chan fans: get this. It'll crack you up if nothing else. Beating up the fat Chef boss character with a frying pan is pure class. Don't expect the finest game ever, expect a damn good fun translation of the

Jackie Chan legend. It's a shame they never threw in a two-player mode, but it'll keep you amused without you ever having to engage your brain.

computer and video
GAMES



IF YOU LIKE THIS TRY THESE...

Tekken 3/Tag (PS/PS2) –
Lei practically IS Jackie Chan

THAT'S GOTTA HURT

Our man Chan has done himself some pukka damage down the years. Like...

- **HEAD** – brain haemorrhage (*Armour of God*, 1986)
- **EYE** – nearly lost eye (*Drunken Master* 1979)
- **NOSE** – broken (*Mr. Nice Guy*, 1997)



- **CHEEK** – fractured (*SuperCop*, 1992)
- **THROAT** – damaged to the point of near suffocation (*The Young Master*, 1980)
- **SHOULDER** – dislocated (*City Hunter*, 1992)
- **ARM** – slashed open by a sword (*Snake in the Eagle's Shadow*, 1978)



- **CHEST** – fractured (*Armour of God 2*, 1990)
- **BACK** – fractured 7th and 8th vertebrae (*Police Story*, 1985)
- **PELVIS** – dislocated (*Police Story*, 1985)
- **V LEGS** – crushed between cars (*Crime Story*, 1993)
- **FOOT** – broken ankle (*Rumble in the Bronx*, 1995)

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GTA 1969	FIFA 2000	MORTAL KOMBAT	FINAL FANTASY VII
MECHWARRIOR	NFL 2000	GUNGAGE	POKEMON CARD
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STREETFIGHTER SERIES	GTA LONDON	GOLDENEYE	BLOOD 2 THE CHOSEN
VIRTUA FIGHTER 3TB	CROC	TEKKEN SERIES	NFS SERIES
RESIDENT EVIL 1,2	READY 2 RUMBLE	HOMEWORLD	OUTCAST
BROODWARS	HIDDEN & DANGEROUS	KINGPIN	COLIN MCRAE RALLY
AEROWINGS	ARMADA	GIGA WING	GET BASS
EXPENDABLE	WORMS ARMAGEDDON	SOUL CALIBUR	SPEED DEVILS
TRICKSTYLE	HOUSE OF THE DEAD 2	TOY COMMANDER	LBA 2
SENSIBLE SOCCER 2000	SEGA RALLY	SCREAMER RALLY 2	SCREAMER
SOUTH PARK	G-FORCE	G-POLICE	GENE WARS
KKND	NOVASTORM	NHL 97	NHL 98
NHL 99	NUCLEAR STRIKE	POPULOUS	POPULOUS TB
TYRIAN	TUROK 2	UNREAL	3D LEMMINGS
UNREAL TOURNAMENT	11TH HOUR	5TH ELEMENT	7TH GUEST



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SILENT HILL	TOMB RAIDER 3	UNREAL	THEME HOSPITAL
RESIDENT EVIL DC	RIDGE RACER 4	SETTLERS 3	HOUSE OF THE DEAD
ROBOTRON X	URBAN CHAOS	JAMES BOND	SHADOW TOWER
WIPE OUT 2097	EARTHWORM JIM 2	SUPER GOKU DEN	MESSIAH
SPACE QUEST 2	COOL WORLD	SONIC & KNUCKLES	MISSION IMPOSSIBLE
GEMFIRE	COMMAND&CONQUER 2	MIGHT & MAGIC 8	METAL GEAR SOLID
BATTLEZONE 2	THE DIG	DIABLO	DISCWORLD
DISCWORLD 2	MDK	MEN IN BLACK	METAL SLUG
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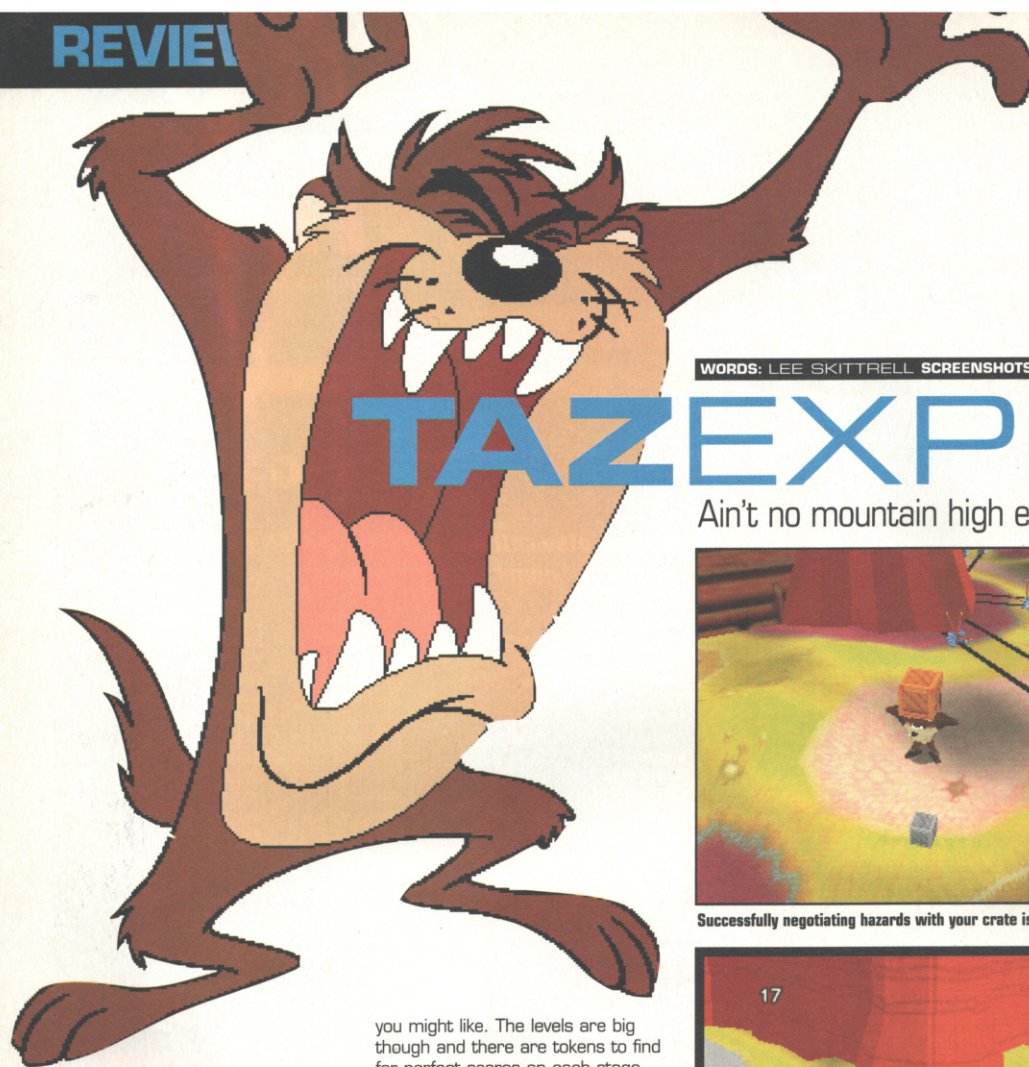
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COST: £39.99

OUT: NOW

MULTIPLAYER: NO

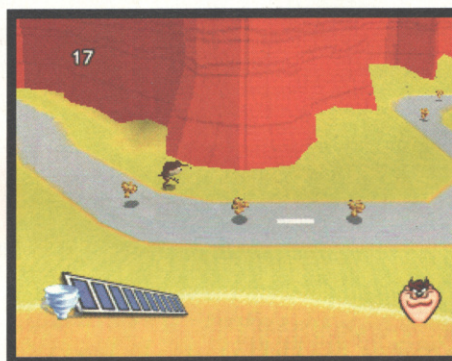
WORDS: LEE SKITTELL SCREENSHOTS: INFOGRAMES

TAZEXPRESS

Ain't no mountain high enough for Taz in his N64 debut



Successfully negotiating hazards with your crate is key to success



Run Taz, run! Collect the golden tokens for a perfect level score



Taz Express is full of ace Looney Toons touches, like this portrait of a certain Bunny on the wall



Taz dons his snorkelling gear and readies himself for some underwater goodness. Poor little dude doesn't look very keen though...



computer and video
GAMES



IF YOU LIKE THIS TRY THESE...
Mario 64 (N64), TazMania (MD),
Martian Alert! (GB)

WHAT YOU NEED TO KNOW

It seems any half-hearted story is good enough for basing a platform game around. In Taz's first N64 outing, our hirsute lil' buddy and his missus, She-Devil, set up their own courier service to rake in some extra cash. The name of this first class delivery company? Taz Express, of course. Lame, but the story doesn't really matter when the action's solid and original. It's 3D platform puzzling over six massive worlds with heaps of variation and secret treats.

TAZ-TASTIC

The bulk of the action in *Taz Express* involves lugging a package crate from the beginning of the level to the end. As ever, things aren't that simple and there is a wealth of obstacles – both natural and in the form of dastardly Looney Toons – to get in your way. You get three chances to deliver your package and if it gets nicked or trashed you've failed your mission. Grrr.

WHIRLING DERVISH

While the game is presented in 3D, you aren't free to roam as much as

you might like. The levels are big though and there are tokens to find for perfect scores on each stage, along with multiple secrets. The finest thing about *Taz Express* is the way you can go into a Taz paddy – spinning wildly around the screen, hollering madly – and break through the solid scenery to access new areas and solve puzzles. The challenges are tough at first but you do get used to the game's logic. There are loads of humorous touches too, keeping you smiling as you play.

WORTH PLAYING?

Taz Express is colourful and fast moving. The action stays faithful to the Taz cartoons and the game is full of super-challenging moments. Some of the puzzles can be a nightmare to solve and there's occasionally too much backtracking and wandering through certain stages. The level layout can cause problems too – a spinning Taz can all too easily slip off into the water, costing you valuable health. It's a fine game underneath these niggles though. Check it out for something a bit different.





Do something clever when you're building, and massive characters gang up on your opponent to throw obstacles in his way

WHAT YOU NEED TO KNOW

You know how superstars try to keep it quiet when they bunk up in broom cupboards at showbiz parties? Well the same happens with games you know. Forget Posh 'n' Becks, *Landmaker* is the result of the lustful couplings of *Tetris* and *Sim City*. Strive, honest. **SKYSCRAPING**

As with every puzzle game that goes down in history as a classic, the concept is simple. Slide coloured blocks around a grid to make buildings – the bigger the better. Build the required size and you go to the next level. Of course, it's never that simple. The grid is constantly advancing towards you, making big buildings tougher to put together, and there are different colours and icons to contend with. The overall objective is to fill a landscape with buildings you get awarded for completing levels; the more spectacularly you complete them, the more buildings you get. Do well, and you get a landscape that looks like a palatial dream; scrape by, and you get a council block nightmare.

WORTH PLAYING?

Once you get to grips with it, *Landmaker* turns into a fiendishly addictive puzzler. And the two-player mode throws a competitive edge into the building larks. Create more spectacular buildings to drop extra blocks on the poor sap sat next to you. While *Landmaker* is like a supermodel standing next to *Tetris*' Sam Fox, the newcomer can't quite topple the classic game from its perch. However, *Tetris* is suited to the Game Boy and sucks on the PlayStation. *Landmaker*, therefore, is right up there with *Bust-A-Move* on PS. If you thought puzzle games that sucked up hours of your time were cool, just wait until this one destroys entire evenings and weekends.

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★★★★

IF YOU LIKE THIS TRY THESE...
Puzzle Bobble (PS), *Tetris* (GB),
Wetrix (N64, DC)



WORDS: LES ELLIS SCREENSHOTS: JUSTIN TAN

With loads of areas to conquer and dozens of stages in each, the game has some serious longevity. It almost dares you to try and finish it in a lifetime

On the right it tells you what you need to build to finish the level, but you can sneak in a few extras to pick up your bonuses before you finally get out of the level

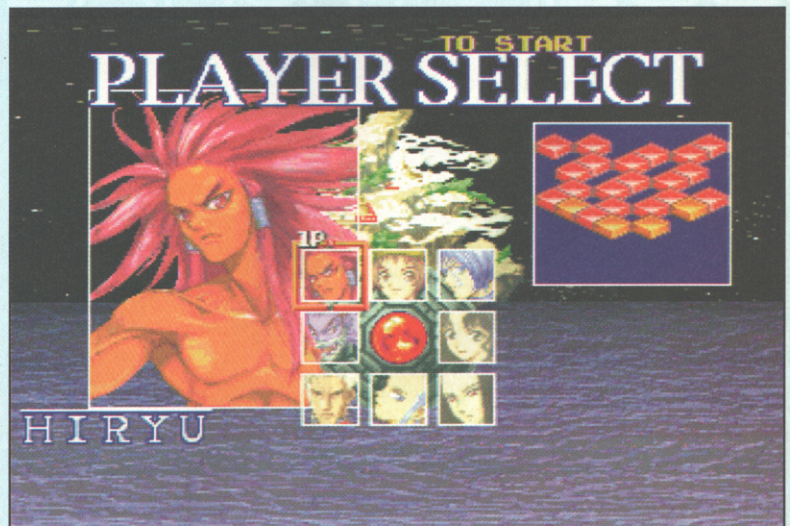
PlayStation

COST: £19.99
OUT: JUNE

MULTIPLAYER: 1-2

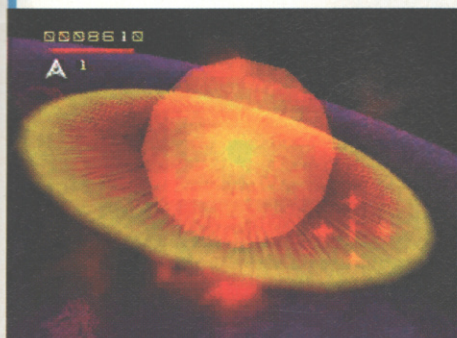
LANDMAKER

Meet the bizarre lovechild of *Tetris* and *Sim City*



So the characters aren't quite as recognisable as *Puzzle Fighter*, but they're still fun

ASTEROIDSHYPER 64



Relive the bad haircuts and stunted gameplay of 1979. Waa-hoo!

FORMAT: N64
PRICE: £39.99
OUT: NOW
MULTIPLAYER: 1-2

WHAT YOU NEED TO KNOW

Asteroids is a crusty old retro shooter that is fondly remembered by members of the old skool. You are a little space ship facing off

against massive asteroids and other alien craft. The action takes place on a single screen – fly off one side and you'll appear on the other. This N64 version adds only a few extra features to the original's gameplay.

SIMPLE SIMON

The game is simple yet addictive, and the tricky rock formations make sure you're kept on the move. Power-ups float around the screen and a variety of polygon-tastic bosses appear at regular intervals.

WORTH PLAYING?

Asteroids Hyper 64 stays close to the original, right down to the minimalist graphics and dodgy

sounds. The massive shockwave when your ship gets hit is quite cool though. The two-player modes add a little extra appeal, but it's still too limited for a full price release. Rent it for a quick hit.

computer and video
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★★

IF YOU LIKE THIS TRY THESE...
Retro classics *Pac-Man*, *Space Invaders* and *Centipede*

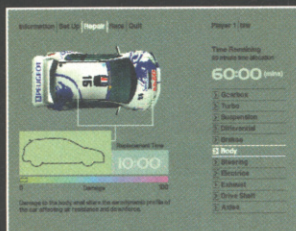
REVIEWS



COST: £34.99
OUT: JUNE

MULTIPLAYER: 1-8

Right: Earn cars like this Ford Puma by winning the Intermediate and Expert difficulty levels. Also in there is the classic Lancia Delta Integrale, a *Sega Rally* favourite



Right: Fix your car up between stages. A damaged gearbox might keep dropping into neutral, costing you lots of time

COLIN McRAERALLY 2.0

It's been a long time coming, but this driving gem's worth it's wait in gold

WORDS & SCREENSHOTS: DEAN SCOTT

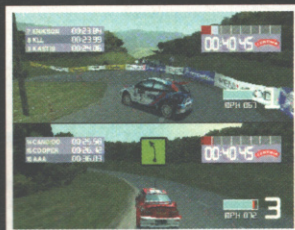


WHAT YOU NEED TO KNOW

It's a rally game goldrush out there on the shelves, and some of you might already have bought a duffer looking for the ultimate in mud-spraying action. Fear not: the real deal has returned with a vengeance in *Colin McRae Rally 2.0*. It offers the purest and most exhilarating rally mode you could wish for, but also levers in an all-new Arcade mode and lots of multiplayer goodness.

RALLYING PERFECTION

Rally mode pitches you in 300bhp worth of vicious rally car against some of the toughest terrain known to man. You'll be sliding over Swedish ice, skating over Greek gravel, ploughing through English mud and leaving dirty great skid-marks on French tarmac. The feeling of speed is incredible, with trees whooshing past your fragile car, and the handling is spot



Versus mode is a different rush to most racing games. Pace and precision are key



The rain looks ace. And check that backfire

on enough to make you want to take risks when you get back in your own car in real life (but don't).

RAW SKILL ON THE LIMIT

The new Arcade mode lets you race other cars on the same track as you. The circuits are built for speed and every race is a nerve-shreddingly close affair. One mistake will cost you dearly here, as each race usually lasts less than four minutes. In Rally mode you can still claw back a time deficit with some tasty driving. The novice difficulty level is a good challenge, and intermediate and expert will take months to master. And then there's all the hidden cars and tracks you unlock for winning races.

WORTH PLAYING?

The graphics are amazing, the sound is spot on. It's everything you could want from a rally game. But the two-player modes are

disappointingly formulaic, and can rarely match the thrill of gunning it alone through the lashing rain trying desperately to set a quick time. You can race side-by-side on specially built stages, but you hardly ever see each other. An Arcade race is a far tastier proposition. *McRae 2.0* is one of the finest single-player experiences on PlayStation. Don't dare tell us you don't like rallying: the need for raw skill and concentration will test your gaming abilities to breaking point.

Above: A three lap blast in Greece on Arcade mode will test your skills and concentration to breaking point. PC and DC owners needn't feel left out - they've got versions coming

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GAMES



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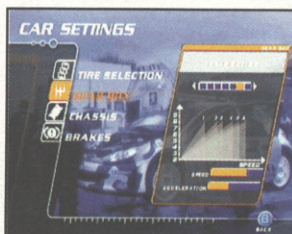
TOCA 2 (PS), *Gran Turismo 2* (PS), *Rally Championship* (PC)



COST: £39.99
OUT: NOW

MULTIPLAYER: 1-4

Left: You can race in all sorts of different weather conditions and at different times of day. Challenge yourself. Now!



Left: Though you don't have to do it, tweaking your car for optimal performance is recommended. And fun



V-RALLY 2 EXPERT EDITION

Strap yourself in as rally hits the 21st century. It's gonna be a bumpy ride

WORDS & SCREENSHOTS: LEE SKITTRELL



Above: The gorgeous town scenery and trackside detail is slightly undermined by the pop-up

WHAT YOU NEED TO KNOW

All the car-rolling, bonnet-crunching fun of the *V-Rally* series burns into Dreamcast Newtown via Gorgeous Graphicsity, with just a minor detour at Annoying Quirks-ville. The PlayStation *V-Rally* games were generally well-received with the one main gripe that it was way too easy to clip the trackside and inexplicably roll and flip around the courses. Thankfully, on Dreamcast the physics aren't quite as stupid.

ANORAKS WELCOME

V-Rally 2 offers the player a fantastic array of options and tweakables. These range from choosing the basic type of game you'll play – arcade, championship, multiplayer, whatever – to the kind of detail that'll have statsmeisters quivering with joy, like the intricacies of engine tuning and using the right kind of tyres for the race in hand. Most satisfyingly, you do notice the



difference in your vehicle after fiddling about with such variables.

FLOAT YOUR BOAT

The racing action is fast, challenging and never less than fun in single or multiplayer. The handling takes a little getting used to as the cars feel strangely floaty but better cars can be unlocked as you win races and tournaments. The boy racer Escort holds a place especially dear to our hearts.

FENDER BENDER

V-Rally 2 does lots of good things and a couple of bad ones. The game looks fantastic but also suffers from a disappointing amount of pop-up. It's chock full of authentic, sim-like touches and yet the cars sometimes bounce around like they're in a cartoon racer. Worse still, the rockin' & rollin' vehicles will still prove too easy to flip for most players' liking.



Four-player larks. But, as always, you'll need a big TV to get the most from it



Real-time damage + mud effects = saucy

WORTH PLAYING?

There's plenty to do in *V-Rally 2*. The track editor is fab and the amount of challenges and modes of play are a real boon. Of course, they would all be for naught if the game wasn't fun to play, but the racing action is go-faster-stripe great. There's a good balance of gameplay modes and winning is always satisfying. Whether this makes it Dreamcast's best racer depends upon how easily you can forgive its few irritations. We like it a whole big bunch.

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IF YOU LIKE THIS TRY THESE...
Sega Rally 2 (DC), *Colin McRae Rally 2.0* (PS)

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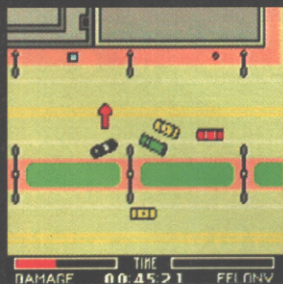
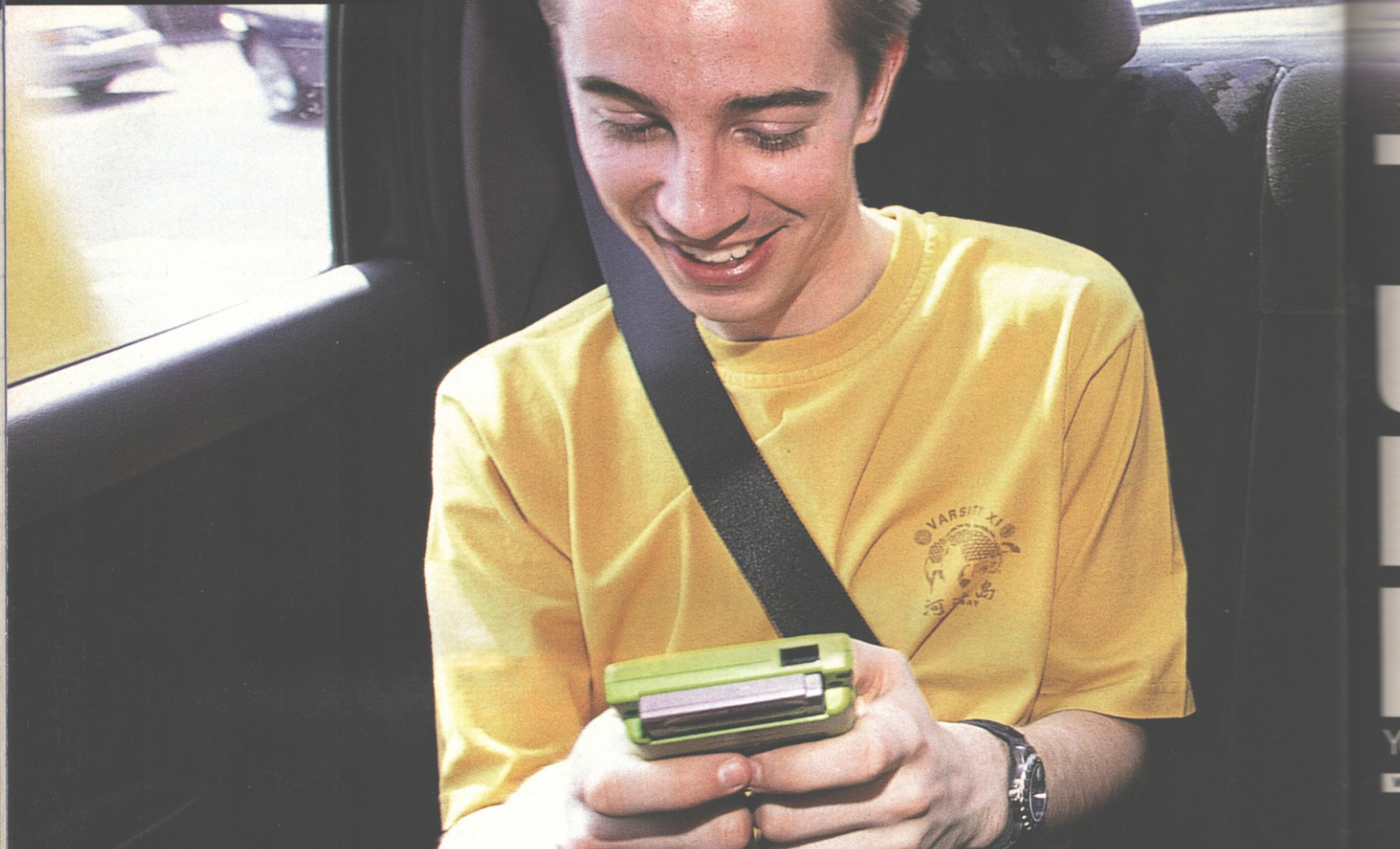
Sinclair ZX 80



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COST: £24.99
OUT: NOW

MULTIPLAYER: **NO**

DRIVER

WHAT YOU NEED TO KNOW

Bank jobs, ram-raiding expeditions and merciless road-rage – perfect ingredients for public moral

outrage. Lucky then that you can indulge in such shocking pixelated pursuits in public with no-one ever finding out. *Driver* is a 2D version of the hit PlayStation and PC 3D getaway 'em up, and it's da jive.

UNDER THE COVERS

Driver places you in the double-crossing pants of an undercover cop sent to infiltrate an organised crime syndicate. You become the gang's getaway driver in a series of crime capers. Break the law and avoid the cops. Splendid.

WORTH PLAYING?

Game Boy owners have the pick of some awesome conversions. *Driver* is one of these and will have you hooked. The time limits and the overall difficulty level may leave you cursing, though. There's a bunch of different play styles and plenty of Lock Stock-style laughs along the way.

computer and video
Games



COST: £24.99
OUT: NOW

MULTIPLAYER: **1-2 (LINK-UP)
INFRA-RED**

LOONEY TOONS: MARTIAN ALERT!

WHAT YOU NEED TO KNOW

What would happen if Looney Toons played *Pokémon* in an action RPG?

Looney Toons Collector: Martian Alert! that's what – one of the finest Game Boy adventures ever. Collect, trade and solve puzzles to free Earth from Marvin the Martian's reign of terror.

WHAT'S UP DOC?

You start as Bugs Bunny but soon you'll have bumped into all your favourite Toons. After beating 'em in battle, they join you and you can then play as them. Using each Toon's different skills, you access new areas and complete your gallery of Warner stars.

WORTH PLAYING?

Martian Alert! successfully merges fast-paced action and proper RPG puzzling. It's gorgeous to look at (for a Game Boy game) and wildly addictive. Collecting the characters is just as much fun as collecting the critters in *Pokémon* and the game's funny to boot. Damn fine.

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Games



THE ULTIMATE BACK SEAT DRIVER

Your best bets to cure the motorway blues

WORDS&GRABS: LEE SKITTELL



I did my best, I
have no regrets!



COST: £24.99
OUT: NOW

MULTIPLAYER: 1-2 (LINK-UP)

POKEMON YELLOW

WHAT YOU NEED TO KNOW

Pokémon Yellow is essentially the same game as *Red* and *Blue*, but

this time, Pikachu is your buddy right from the start and the yellow guy will follow you around on-screen.

SO WHAT'S NEW?

Pokémon Yellow features improved pokédex graphics and crisper battle animations. There are digitised cries of "Pika!" along with a selection of new and improved two-player battle modes. The main difference in *Yellow* – aside from a slightly different selection of the 150 monsters – is that you can now play in colour. Not full colour; mind...

WORTH PLAYING?

Pokémon Yellow is a bit of a disappointment. The gameplay is everything you expect from *Pokémon*, but that's because it's exactly the same as *Red* and *Blue*. The colour is limited to a few colours at any one time. Buy it if you're *Pokémon* crazy or a *Pokémon* virgin.

computer and video
Games



COST: £24.99
OUT: NOW

MULTIPLAYER: NO

WARIOLAND 3

WHAT YOU NEED TO KNOW

Mario's arch nemesis Wario returns, this time sucked into a strange musical box and solving

puzzles and battling baddies to get back to reality.

FOUR PLAY

Wario's quest is huge and involves locating four keys and four corresponding treasure chests in each of the game's stages. Skills have to be learned along the way and there's much backtracking and revisiting stages you've already played. While this makes for more play time, it also gets frustrating and tedious.

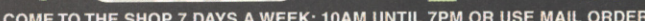
WORTH PLAYING?

Warioland 3 is full of neat touches, like the way certain enemies' attacks can both hinder your progress and help you solve puzzles. Controlling Wario feels a little odd – especially jumping and attacking. It's a tricky game, and it can get intensely annoying at times, but patient platform fans will love this.

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Driver	J McGrath Sup. Cross	Ridge Racer Series	V
Duke Nukem Series	K	S	Vigilante 8 & 2nd Off
E	Knockout Kings Series	Shadowman	W
Eagle One Harrier Att.	L	Silent Hill	Wing Over 1 & 2
Episode One Racer	LMA Manager	South Park	Wu Tang
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Dreamcast NTSC

COST: £39.99

**OUT: US: NOW
UK: JUNE**

MULTIPLAYER: 1-2



MARVEL VS CAPCOM 2

Frantic, fantastic and stuffed to bursting
with heroes

WORDS & SCREENSHOTS: DEAN SCOTT

Be honest: Ryu, Wolverine and Spiderman are cooler than any real person ever could be. Marvel have inked a selection of the most awesome superheroes ever, and Capcom's digital scrapper stable is unrivalled. The two rosters have

been shoehorned into one fantastic game, and they haven't missed many out – 56 fighters are in there. This game probably contains somebody you once desperately wanted to be, punching somebody's head in you always wanted to punch – all at about 900mph.

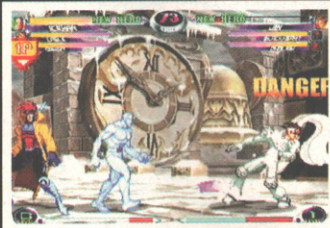
BEST CHARACTER LINE-UP EVER!!



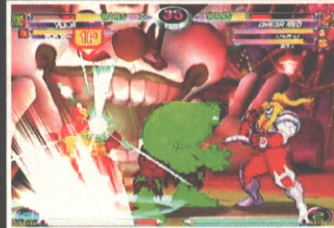
Blackheart and Dhalsim gang up on newbie Cable



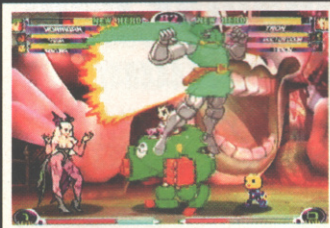
Cammy leaps Colossus, Rogue gives the finger



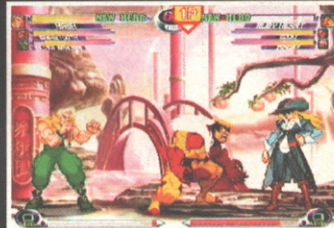
Jin gets the chilled out by Ice Man and Gambit



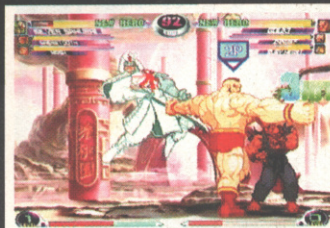
Omega Red: feel the pain of Hulk and Iron Man



Tron Bonne dodges Doctor Doom to get Morrigan



Nash and Sabretooth don't scare Ruby Heart



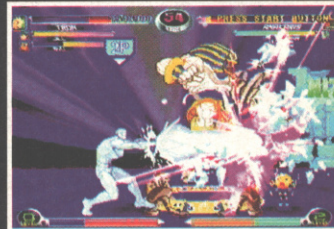
Gouki calls in Zangief to smite the Silver Samurai



Jill Valentine heals Strider as Magneto moves in



Even the mighty Iron Man struggles against Abyss



The Ice Man has a serious benny at Anarkus

"Superheroes, 10 hits per second and

WHAT WE THOUGHT...

In its own way, *Marvel vs Capcom 2* is every bit as good as *Soul Calibur*. People who turn their noses up at 2D fighters are missing out on one of the finest fighters ever crafted. The characters are the best in any fighting game, and each is animated to Saturday morning cartoon standards. The levels are rendered in gorgeous 3D, and represent a quantum leap from the flat stages usually associated with Capcom fighters.

NEW CONTROL SYSTEM

The control system has been rethought to make it pad-friendly. There are two punch and two kick buttons, with the triggers used for specials and tagging in new fighters (you select three for your team). Veterans need not worry though: your old combos still work, you just need to double tap the 'weak punch' button to get 'medium punch'. These people will also like to note that it's tougher to juggle an opponent with an air combo. It's still more fun played with an arcade stick.

IT'S TIME TO GO 2D

People who don't usually play fighting games need to check this out: the action is all about getting stuck in and attacking. It lacks the tactical feel of *Street Fighter* and is all the more fun for it. The characters leap and attack at frightening speed, and it's easy to pull off screen-melting special moves. Even as a spectator it's engaging to watch, thanks to the visuals. The higher difficulty levels make for a fearsome single-player game, and the third incarnation of the final boss doesn't even come close to fitting on a single screen.

WORTH PLAYING?

Speed is crucial to any 2D fighter, and *MvsC2* is so fast your eyes can barely keep up. No pretensions to realism here: this is awesome videogame entertainment. It's flashy, noisy and you lose yourself totally in short bursts of manic action. It's a game that jabs wildly at your adrenaline button from the second you pick up the pad, and leaves you hyper after the slow-mo knockout at the end of each fight. Totally awesome.

IF YOU LIKE THIS TRY THESE...

Street Fighter Alpha 3 (DC)

computer and video
GAMES



When you first boot *Marvel vs Capcom 2* you get 24 selectable characters: Spidey, Ryu, Hulk, Wolverine and Jill Valentine from *Res Evil* all appear. Extra characters can be got with the experience points you earn for fighting battles. Buying a new suit for a character is pretty cheap, but actual new characters cost a mint. Getting all 56 will literally take you months, but you'll never get bored.



Ten arms: Spiral, Hayato and Captain America



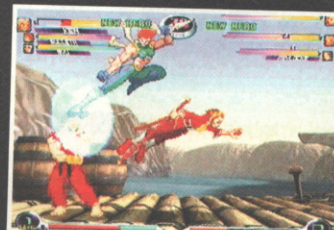
Shuma-Gorath and Thanos put Felicia in a bubble



War Machine will kill Guile and veggieboy Amingo



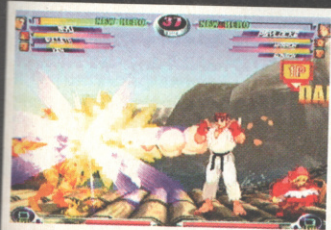
Anakaris punished by Juggernaut and Spiderman



Marrow in, Sonson out. Ken blocks it calmly



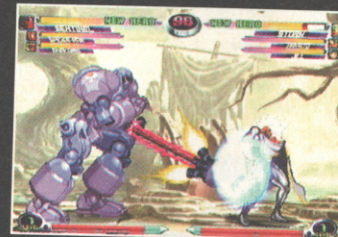
Capt Commando sees Megaman twat Wolverine



Psylocke gets nailed by a calm Ryu and Bulletea



Venom: crazy. Sakura: sexy. Vega: cool



Sentinel gives Storm a few more white hairs



X-Men Wolverine and Cyclops lay into Dan



Tiny Kobun unworried by Chun-Li and Roll



Incarnation two of big boss Abyss. Bogie alert!



Nuclear attack or Ryu fireball? Big hits anyway



Remember me? I'm Tyrant, and I killed you in *Res 1*



Jill Valentine unleashes a nasty zombie on Ryu

nuclear-grade special moves"

REVIEWS

PC
CD
ROM

COST: £29.99
OUT: NOW

MULTIPLAYER: NO

WHAT YOU NEED TO KNOW

Giant Killers is football management for the under 16's. We know because it says so on the box. However, it's also a bit of a hoot to play for the rest of us. Manage your dream England squad through the European Championships. The game boasts impressive presentation, a cool soundtrack and a dodgy-as-hell typed game commentary.

computer and video
Games



IF YOU LIKE THIS TRY THESE...
Championship Manager '99-'00 (PC), *LMA* (PS)

Paul Scholes

current form	85%
fitness	86%
confidence	86%
morale	82%
appearances	0
goals this season	0
red cards	0
yellow cards	0

details continue Dismiss

Check out each of your players' stats. Make it as simple or as complex as you like

Change your tactics at will. Navigate the screens with the icons at the bottom

England

tactics new system passing
opposition play match squad

GIANT KILLERS EURO MANAGER

It's footie management for da kidz. And da novices

WORDS: LEE SKITRELL SCREENSHOTS: ON-LINE SPORTS

TRAIN IN VAIN

You can choose real players from across Europe and hone their fouling and ref-baiting skills to perfection. There are heaps of stat categories to aid your selections, along with a range of tactical formations and playing styles. You can also make strategic changes mid-match, so you feel more in control of your beloved Beckhams.

WORTH PLAYING?

It may not be as deep as so-called 'proper' management games, but *Giant Killers* remains diverting. The easy interface and pick-up-and-play nature makes the game great for management newbies. The game lacks the po-faced qualities of other management games, but will ultimately prove too simplistic for hardcore players.

COMPETITION

We've got 14 of these lovely red footie kits to give away. Answers to the usual address.

How many teams will compete in Euro 2000?

- A: 20
B: 16
C: 12

This is Justin our lovely work experience lad modelling the kit. Sorted.

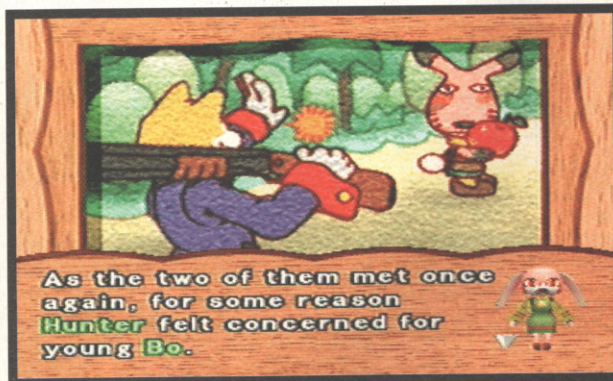


RESCUE SHOT

WORDS & SCREENSHOTS: LEE SKITRELL



Lovely backgrounds and graphical explosions. Shame it's dull to play



After each stage you learn more of the story. It's a bit weird though...



WHAT YOU NEED TO KNOW

Bonkers Bo is an heir to the throne. He's also fallen off a cliff and landed on his bounce. Now, not only does he not know who he is, but he's also lost the ability to think for himself. It's your job to protect him so that he can recover his memory and rule the land.

BO! SELECTA

You can play *Rescue Shot* with either a light gun or joypad, but it's more fun with a gun. You shoot at the wide selection of enemies, projectiles and hazards that home in on our regal buddy. If anything touches him he'll lose a life. You can make Bo jump by shooting him in the bum or you can knock him down out of danger's way by shooting him in the head. There are boss attacks, shortcuts and loads of levels to blast through - if you can be bothered.

WORTH PLAYING?

Rescue Shot is bright, bold and colourful. The problem is that there's very little variety in the aim-and-shoot action. Even sections that should be brilliant fun - canoeing down a river while being chased by a giant dragon - are dull. The two-player mode is frantic for a while, but again, your attention will wane and you'll find yourself discussing EastEnders with your shooting partner, rather than concentrating. Young gamers will like it, though.



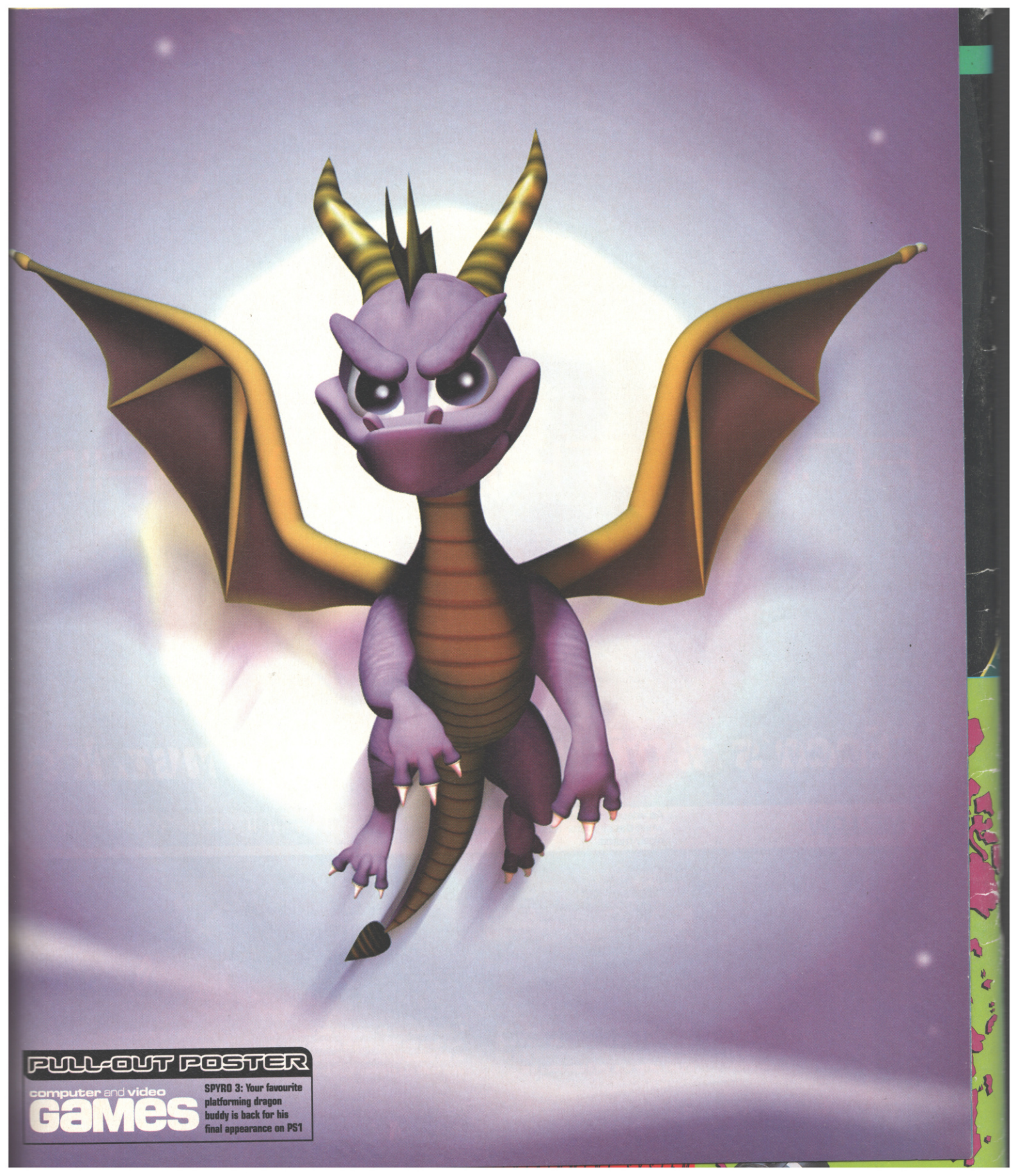
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MULTIPLAYER: 1-2

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COST: £39.99

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MULTIPLAYER: NO



ECCO THE DOLPHIN

DEFENDER OF THE FUTURE

This heart-stopping adventure demands your attention – and a whole lot of your time

WORDS & SCREENSHOTS: LEE SKITTRELL

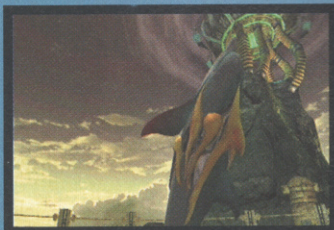
Welcome to the future. Man and dolphin live in peace exploring the stars together. Back on Earth, just a handful of caretaker dolphins remain, overseen by the wondrous Guardian. Sensing the Earth is vulnerable to attack, an enemy

known only as the Foe decides it's time to claim Earth as its own. The Guardian is shattered, time-lines are mucked up and, before you see the end credits, both humans and dolphins lose their way. Cue a whole heap of sonar-ific, time-travelling joy in the most original game we've seen in ages.

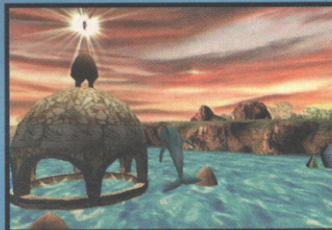
“Ecco’s difficulty lies in the puzzles.”

MELLOW YELLOW

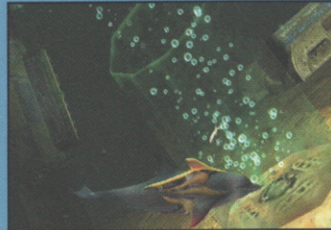
As videogames go, *Ecco* is a surprisingly subtle one. Your dolphin buddies give only the slightest of clues for help and when the air-meter runs dangerously low, Ecco simply emits a barely audible cry to warn you. Even the vibration feature is nicely muted.



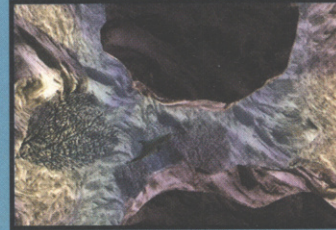
Believe it – this is an in-game moment. The world above the surface of the ocean is a beautiful place. Ecco's groovy yellow outfit is actually a harness that lets you operate man's machinery



Dolphins need both air and water to live – stay beneath the waves and you'll make Ecco's lungs burst; inadvertently beach him and his skin will dry out. Either way, you'll have killed him

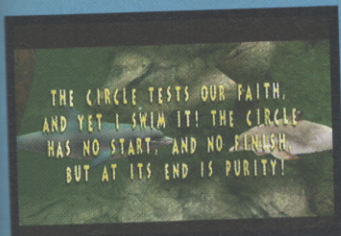


Inside caves and the machines and factories of man there are less places to surface for air. Be on the lookout for streams of bubbles slipping out from nooks and crannies. You'll be glad of them



Sections like this will push die-hard *Ecco* fans over the edge: these secret levels recreate all the fun of the Mega Drive's original 2D lushness, but with extra-special Dreamchap sauce. Mmmm

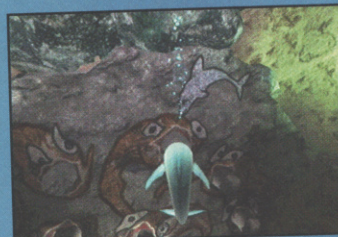
FLIPPER HAD IT EASY



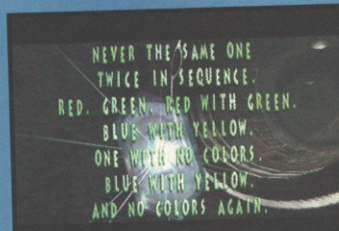
Early in the second act you meet the remaining members of three rival dolphin sects. Your task is to somehow reunite them. It's complicated but when they're all friends again you'll cry



Even the simplest puzzle will leave you flummoxed if you can't navigate the full 360 degree world with ease. Using Ecco's sonar not only looks cool, it'll help you get your bearings



After a frantic chase through twisty tunnels pursued by a massive eel, Ecco is met with this pretty puzzle. The clue tells you to be observant. See those dolphins painted on the walls? Hmm...

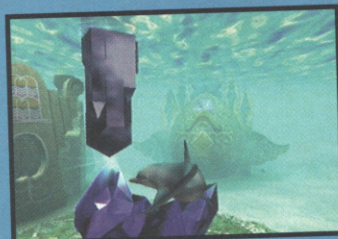


Point your sonar at the glyphs for clues to that level's puzzles. Sometimes they're simple but others can be impenetrable. This one appears quite straightforward but prepare to struggle

GLYPH RICHARD



The graphics in Ecco get better and better the further you delve into the game. But never mind the stunning backdrop in this scene, what's most important here is the lovely glyph



Here's the Guardian – the caretaker dolphin's only contact with the off-worlders and protector of all that is good and pure and – oh! The foe smashed it up. Best get to work, Ecco



There are five skills to be learned in the first act: Air, Endurance, Sonar, Vigor and Stealth. Once a skill is mastered you have to locate and pick up the tokens to use it



In addition to the power tokens, Ecco can learn a variety of songs to sing to the manta ray, turtles and fishes in the game. Sing sweetly and they'll usually help you solve a puzzle. Ahh...

It'll have you thinking like a dolphin"

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Ecco (MD), Seaworld in Florida

BLOWFISH

In spite of the complexity of play and hundreds of varied challenges, quick-fix action freaks will detest Ecco. It's the sort of game you really have to devote time to for it to be enjoyed properly. It's likely that many gamers won't see much beyond the first of the game's four acts, as even the early puzzles require hours of swimming and exploring before you solve them. The puzzles themselves are odd and obscure, but as always, solving them makes you feel special.

FIN-TASTIC FUN

The game is massive and although it's often tricky and time-consuming,

you're always kept busy. Ecco looks fantastic, is hugely atmospheric and has a strangely hypnotic quality. The wonder and sense of awe you get from playing Ecco for the first time will remain with you long after you've either completed the game or, more realistically, grown tired of it.

SO NEAR YET SONAR

Ecco gets so close to videogame excellence that it's all the more upsetting that the game feels slightly unbalanced. The relative lack of conflict makes for a welcome change in gameplay emphasis, but sometimes you'll pine for a good battle. Getting to

know each area inside out is essential to progress and feels utterly magical, yet at the same time you'll sometimes be wishing for a more straightforward gaming environment. Ecco on Dreamcast is great and most definitely worth a look. Just be warned: its challenges aren't to be taken lightly.



TALE TWISTER

Not content with breath-taking scenery and brain-frazzling puzzles, development team Appaloosa also wanted to blow gamers

away with an epic story for Ecco's Dreamcast adventure. Award-winning American sci-fi writer David Brin (pictured) was ideal for the task as he had already written about dolphins and humans co-existing in his novel Startide Rising. Brin's story The Postman was made into a movie with Kevin Costner in 1997 and Startide Rising is also soon to get the celluloid treatment.



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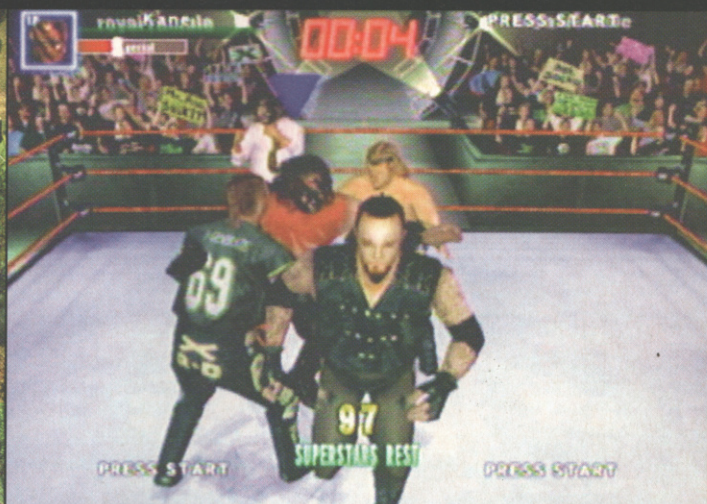
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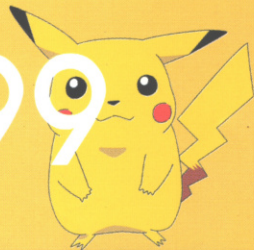
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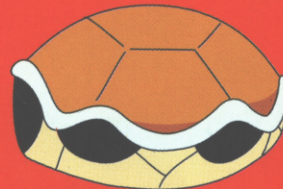
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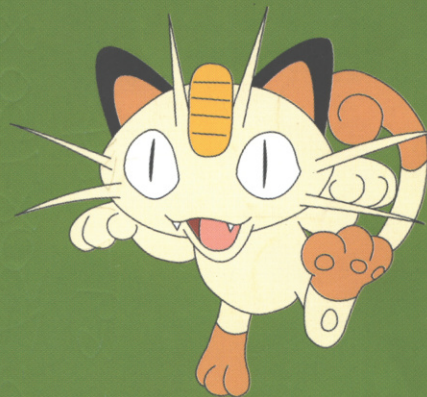


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